

Operations

The Wargaming Journal

Number 7

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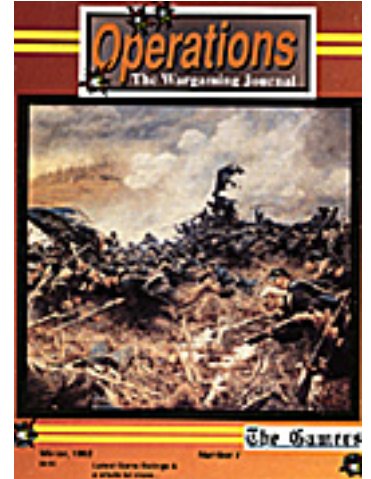
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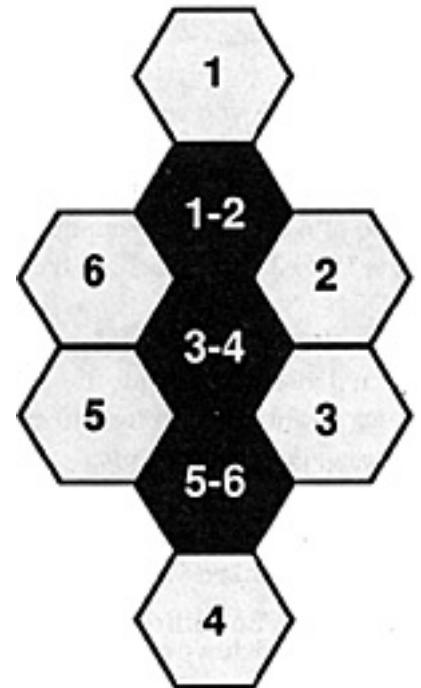
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Historical Analysis

Assaulting With Success in the American Civil War

by Dave Powell

Tactics occurring within the abstraction of the CWB unit formations are handled at a level the player never notices, regimental or lower. It is sufficient that the brigade attacks when you want it to, retreats when called upon to do so and generally takes care of business without a lot of minutia from above. You can get on with prosecuting the battle as a whole. Which brings me to my next point. There is a larger tactical scope to examine—grand tactics, or the art of divisional and corps handling.

I have written elsewhere about sound game tactics, and I'm sure most gamers have their own favored techniques. However, I thought it would be interesting to look at things from an historical perspective. A difficult aspect of the CWB is mounting and maintaining a sustained, powerful attack. This is consistent with history. Let us examine some of the more successful assaults of the war and analyze them in some detail.



CSA Lt Gen James Longstreet's reputation as a soldier has undergone several revisions by historians in the last 130 years. I have no intention of re-hashing those postwar battles. However, even the strongest of his defenders seem to regard him as a 'defensive' general, best at stubbornly holding a position.

I do not dispute the fact that Longstreet, better than most of his contemporaries, understood the power of the defense and chose to use it to his advantage. But, this is too simple an analysis. It glosses over the fact that the four most powerful, successful Confederate attacks of the war (of corps size or larger) were made under his direct command. Few other officers of commensurate rank and position in either army displayed the grasp of battlefield tactics, *offensive* as well as *defensive*, that he did.

Prior to delving into the specifics, a more general overview of the Civil War command technique would help. The war can best be divided into three major tactical phases.

Phase One: On the Job Training

From the start of the war until July of 1862, both sides not only had to raise armies, but also teach its leadership how to handle them. All of the senior officers of the Mexican War soon proved too old to take the field. This left the command positions to junior officers who had rarely led more than a company at a time. Even Lee was only a Colonel. His largest pre-war command was a regiment. It is no wonder that the first battles of the War were fumbling affairs. For instance, First Bull Run saw the Union Army collapse after an aggregate loss of less than 10%.

The Rebels fared little better, though they did manage to keep the field. The first two major eastern offensive actions for the Confederates were Seven Pines and the Seven Day's Battles. They were poorly coordinated, crudely commanded battles although the men had at least learned to bleed profusely.

In the West, Shiloh was a combination of the greenness of Bull Run and the bloodletting of the Richmond actions. It took over a full year (dearly paid for in lives) for the generals to learn their trade.

Phase Two-Warfare by Maneuver

From July 62 until May 64, almost two years, both sides sought decisive victory through maneuver, culminating in climactic battle. At the same time, a realization that defensive works were too valuable to ignore worked its way into the practical application of generalship. Throughout this period, increasing use of hasty field works was common, but had not yet evolved into the full trenches of the war's end. (Interestingly enough, this defensive ascendancy was realized before the war. Observers returning from the Crimea in 1857 noted the strength of the defense, and theorists speculated quite accurately about the effect of rifled weapons on warfare.

Unfortunately, it took three long and bloody years to reaffirm this point in practical terms.) In fact, the Wilderness is the last battle in the East where both sides fought a battle of maneuver. A week later, Spotsylvania saw the Army of Northern Virginia revert to trench warfare, and it never abandoned it until the final disaster of Appomattox. Likewise in the West, Joseph Johnson, in command of the CSA Army of Tennessee, stuck to defensive works throughout the spring of 1864.

Phase Three-Into the Trenches

From May 1864 on, the South abandoned maneuver out of sheer necessity. Rebel commanders could no longer afford the luxury of costly assaults. John Bell Hood chose to ignore this reality and his men paid for his folly at Franklin and Nashville. The war had taken a grim turn. Traditional tactics failed. The last year of war was a Union search for a tactical solution to the defensive problem. It was never fully found.

The first phase can barely be called organized warfare. (I'm sure Von Moltke had this period in mind when he dismissed the Civil War as a brawl between 'armed mobs'.) The last phase took tactics into uncharted territory. Therefore, I will confine this article to examining the middle phase when both armies sought that decisive clash.

In general, the assault tactics of the day dictated attack by a succession of lines. The lead battleline advanced, supported by a second line at anywhere from 50 to 300 yards distance. The most common interval was probably 150 yards. This was far enough to avoid a repulse disorganizing both lines at once and yet close enough to lend the support required. The support line's mission was to fill gaps in the leading wave, bolster threatened flanks and bring greater strength to bear on particularly stubborn knots of enemy resistance.

Civil War attacks (indeed all attacks, no matter the historical period) tended to lose impetus as they progressed. Units lost their organization, leaders lost track of their commands, etc.. Finally, the advance broke down completely. The involved units needed regrouping prior to resuming the attack, provided they had not already suffered too severely in casualties. Close terrain only exacerbated this degradation.

Ideally, fresh troops would be available to replace the disorganized formations, but reinforcements often had difficulties passing through the lead forces. The onset of darkness guaranteed the halting of an attack. No army or leader of the war managed to launch or continue a large-scale assault after nightfall, though darkness was used effectively to mask an approach march or deployment on several occasions.

With variable success, period commanders struggled to hold this increasing confusion inherent in any advance to a minimum.

Few attacks were strong enough to actually drive significant portions of an enemy army from the field of battle. None ever achieved the kind of decisive rout seen in Napoleon's time. However, in two separate instances (Second Bull Run and Chickamauga), Longstreet put half or more of the enemy army to flight.

At Gettysburg, on the afternoon of July 2nd his attack struck the Union Army of the Potomac with such force that it took almost twice as many Federal troops to halt the Rebels. Finally, in the Wilderness on May 6th, his attack came close to disorganizing the entire Union 2nd Corps, almost a third of the Federal Army, with the glimmer of accomplishing even more before he was wounded.

Each of the following descriptions is necessarily limited. Greater detail can be found by referring to the applicable CWB games. **August Fury** covers Second Manassas. **Thunder at the Crossroads** deals with Gettysburg. **Barren Victory** addresses Chickamauga. Finally, **Bloody Roads South** examines The Wilderness. I suggest referring to the maps or better yet comparing the starting deployments for each attack.

Suppressing Pope

In August of 1862, Lee took the Army of Northern Virginia northward to 'suppress' Pope. Longstreet, by virtue of a solid performance during the Seven Days, was in command of Lee's largest defacto corps, the Right Wing. Jackson had been previously detached and destroyed the Federal supply depot at Manassas, following which he established his Rebel troops in a strong defensive position in an unfinished RR cut overlooking the First Bull Run battle field. On the 29th, Pope's Federals unsuccessfully attacked Jackson's line. Longstreet arrived on Jackson's right flank about noon, but did not become engaged.

On the 30th, Pope organized a 'pursuit' of Jackson. Pope believed that Longstreet's reinforcing column had been repulsed at Manassas Gap, and discounted Union General Porter's report that the Rebel Right Wing was actually massed on his front. His entire Federal army was massed north of the Warrenton Turnpike to attack Jackson's RR cut position. Only four Union brigades-Reynolds' Division of Pennsylvania Reserves plus Warren's Brigade of the 5th Corps-were assigned the job of screening the Union left. About 1 p.m., the main Federal force advanced.

Pope's men attacked for about two hours but failed to dislodge Jackson. At about 3 p.m., Lee ordered Longstreet's wing to attack. Longstreet instructed the courier to inform his Commander that the order had been anticipated and the Right Wing was already advancing. His men were deployed over a 2,000 yard front that ran from the Brawner Farm to the Cole House. Some troops were further south to guard the flank.

His force, numbering about 26,600, consisted of 15 brigades, organized into five divisions and one separate brigade. Each division advanced on a two brigade frontage.

Hood's Division of two brigades deployed astride the Turnpike, all regiments in a single battle line. Kemper's two brigades (Corse was detached to Jones) were placed in line just south of Hood, but with the regiments formed into a double line. Jones' division held the southern flank. Drayton was detached further south as a guard, and Corse was added to Jones to strengthen his advance. Benning and Anderson's Brigades were deployed next to Kemper, arrayed in a total of three lines. Corse was positioned adjacent to the south, and formed his regiments into two lines.

The remaining seven brigades were massed in line along the Warrenton Turnpike, behind Hood's men. At its point of furthest depth, Longstreet's attack column had no less than six battle lines supporting Hood's lead line.

The Rebel advance caught Pope by surprise. It forced him to try to shift major elements of his command to meet the new threat. Longstreet advanced on a northeasterly angle and swept most of Jackson's front clear. Jackson's left flank, held by A.P. Hill's Light Division, then joined the advance.

Longstreet's deployment extended far enough south to outflank the initial Union defenders and continually overlap each new Federal line that was hastily erected to halt him. When Jackson committed A.P. Hill to the fight, the same thing occurred on the north flank. The Union army never again found its balance.

The depth of the Right Wing at the center of action, along Warrenton Turnpike, gave Longstreet the power to overwhelm Union defenses in the center. The attack maintained enough momentum that it was not brought to a halt until after nightfall. The Union army retreated over the Stone Bridge and limped back to Centerville.

Longstreet's deployments greatly enhanced the attack. No division had more than a two brigade frontage. The compact formation proved much simpler to control. The depth piled up along the Warrenton Turnpike ensured a continuous supply of fresh troops. Longstreet spent most of his time coordinating the efforts of the force because the men of three separate divisions were engaged. His timing was excellent, waiting until the Federals committed their last reserves to the attack on Jackson.

Longstreet was lucky because Pope never accepted the fact of his presence on the field until his men started forward, a mistake that greatly aided Rebel success. Pope's blindness was partly due to the coordinated nature of the attack in which all but one of the 15 brigades advanced as one and delivered simultaneous blows on the Federal forces. Only Drayton, of Jones' Division, failed to advance expeditiously.

It was posted on the far south flank with a defensive mission anyway. Longstreet soon ordered Drayton forward, but he never really caught up with the rest of the command.

Successful Attacks at Gettysburg

When people talk of successful Confederate attacks, Gettysburg is not usually used as an example. However, the afternoon of July 2nd merits a second look. Longstreet called the attack "the best three hours' work done by any troops during the War."

That statement smacks of exaggeration, but the CSA First Corps, using only 11 brigades, rocked the Army of the Potomac to its foundation. Starting at noon on July 2nd, Longstreet made an approach march of about six miles and deployed his divisions from road column into attack positions. The march took about 3 hours, including the countermarch to avoid observation. The final deployment consumed about 45 minutes more.

Considering that Longstreet and his two divisional commanders were forced to completely alter Lee's original instructions once they reached Warfield Ridge and found that the Federals were not positioned as expected this was a surprisingly rapid, rather than excessively delayed movement.

Longstreet's deployments reflect his feeling that he lacked troops for the job. The eight brigades from his own corps, the divisions of Hood and McLaws, were only augmented by part of Anderson's division of the CSA Third Corps. Once modified, the plan called for a staggered assault which aimed at overlapping the Union southern flank.

Then, wheeling north, Longstreet was to roll up the Union line towards Cemetery Hill. The CSA Second Corps would make a supporting attack from the north against Culp's and Cemetery Hills when Longstreet's men became engaged. The signal was the sound of battle.

Hood's and McLaws' divisions deployed in a rectangular formation. Hood's four brigades were placed along an 1100 yard frontage. Law and Robertson's Brigades comprised the first line, from south to north. Benning and Anderson, respectively, made up the supporting line behind the lead formations.

McLaws' deployments to the south mirrored Hood's. Kershaw and Barksdale led with a frontage of 1250 yards. Semmes and Wofford were the suppon. Further north, three of Anderson's brigades supported the attack deployed in a single line.

Longstreet's deployments lacked his customary depth with only one supporting line each. They reflected the need to cover a larger frontage than at Second Bull Run with significantly fewer troops. In addition, he possessed neither the overlapping flank advantage nor tactical surprise. (The men in the front ranks of the Union 3rd Corps were well aware of Longstreet's presence.

However, at army and corps levels, the Federals were clearly caught off-guard.) The most effective aspect of his arrangements was the alignment within the divisions themselves. Standing at the center of each divisional box, Hood or McLaws could reach any of their four brigades in a matter of minutes.

The attack stepped off about 4 p.m.. Hood was wounded within a few minutes of the advance. Not surprisingly, his division had the most difficulty in coordinating efforts between brigades. Robertson and Laws' regiments became intermingled. To further complicate the problem, Hood's men ended up covering a larger frontage, engaging troops from the Wheatfield, down to Devil's Den and up the slope to Little Round Top.

McLaws' men had the advantage of shorter approaches and narrower frontage. Union artillery severely hammered Kershaw's brigade, but Barksdale smashed the Federal Peach Orchard position and rolled up the Union 3rd Corps' flank. Anderson's three supporting brigades joined in and at one point, pierced the Union center.

Longstreet's 11 brigades took 17,300 troops into action, lost almost 7,000 casualties

in three hours ' fighting and failed to drive the Union army from its final defensive line. However, Meade committed 22 brigades, numbering 28,500 men, to stop the attack. An additional three brigades of the 6th Corps (4,700 men) engaged lightly towards the end of the fight. This force represented almost half of his infantry, including all of 3rd and 5th Corps, as well as two divisions of the 2nd Corps and one of the 6th. 9,000 Federals were lost.

Longstreet' s repulse occurred because the attack was under-strength and the rest of Lee's Army failed to deliver anything like Longstreet's concentrated blow in their own attack. Longstreet again employed narrow divisional frontages (no longer than two brigades) and ensured support of the front line forces by their own divisions.

Even so, the presence of only one supporting line hurt. This was especially true around Devil's Den where the Rebels had to spread out to cover the extra frontage. The attack needed at least one more division to ensure greater strength in the penetrations.

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Tank Recovery in WWII

by *Hans H. F. van Deventer*

This article is mainly about recovery and repair of tanks. Although practically every kind of vehicle/truck could also be recovered and reused, tanks stand a good chance to fight another day. There are a number of reasons why a tank would be unable to function as a fighting unit. The ultimate reason would be its total destruction: A "brew up", total disintegration due to a direct hit in the munitions storage or the fuel-tanks. (The M4 was infamous; it was called "the Ronson" by its opponents.)

But, not *every* hit was critical to the tank and its crew. Although out of action for a certain time, it could be recovered, repaired and if necessary, given a new crew. Every Regiment/Brigade had a specialized unit for just this job. They were company-sized, with workshop facilities and heavy equipment for recovery. Not much glory and medals there, long working hours etc., but they kept the tanks rolling!

German Structure

All WWII contestants had such units, but because my knowledge of the German structure is the best, I will use them as an example. Every tank regiment in a Panzer division had a work shop company attached and within it the heavy recovery-platoon. Their clients were the tanks of the first battalion (76 PzKw V Panthers) and the second battalion (96 PzKw IV). These are figures of a full strength Panzerregiment, ararity-even in SS-regiments.

This fully motorized company had all the tools, mechanics and supplies to recover and repair most of the breakdowns that happened a few miles behind the front or, in advances, way to the rear; in that case, on the spot, emergency repairs were undertaken. Otherwise, the tanks waited until the workshop could catch up with them.

The recovery platoon had a number of interesting pieces of equipment and vehicles for towing away lame ducks. For example, the SdKfz 9 18 ton "heavy half-track" could tow a kind of flatbed wheeled rig. Two SdKfz 9s were required to move a Panther and three for a Tiger!

The BergepanzerIII was amodified turretless Mk III tank. No longer state of the art as a fighting vehicle, it was a clever way to recycle obsolete tanks. The Bergepanther was a 35 ton turretless version of the Mk V Panther. This recovery vehicle could cope

with most of the heavy-duty stuff. 'Buddy-buddy' (towing one tank with another) was practised a lot, although strictly forbidden among the Tiger I and Tiger II tanks. Those engines were already underpowered, let alone for two! Nevertheless, in the heat of battle it was done.

Principles of Recovery

The principle of recovery is simple: salvage as many tanks as possible and find out how many combat-ready tanks you can make out of them. Cannibalizing was common practice. How many tanks were actually recovered and put back into action is not known. I imagine it was more than we think. Imagine a dead tank with an intact carburetor and another one with a broken one. Without any form of recovery, you have two tanks out of action. Put them together and you get at least one.

Workshops were open for business 24 hours with known examples of "bring in your broken tank this afternoon, pick it up tomorrow morning, good as new". Field-Marshal Rommel was very keen on recovery; he had to be. Most of his Afrika Korps replacements had a fair chance of ending up on the bottom of the Mediterranean Sea. Tanks were found in the desert with several deadly AT holes, but they had been abandoned because of lack of fuel. These tanks must have been patched up several times without bothering to repair the "peepholes".

TCS System

And now to the TCS system.

We have at our disposal a number of tanks in the three beautifully designed games but a hit is a dead tank whichever way you look at it, or is it? A careless German player (and a clever America one!) can end the offensive power of the 2nd Panzer division before it reaches Clervaux! Possible? Well, a number of "kills" must be repairable in my mind. I suggest a system in which not all hit tanks are automatically "scrapers". After scoring a hit on the point table: roll two dice-2-8, the tank "brews up" & 9-12, the tank can be recovered.

Add, if you want, a -1 Die modifier for the "Ronson" effect of the M4.

In case of survival the tank is taken off the map board of a period of 6 hours and brought back into play from any City/town village, 20 to 30 hexes behind the front or from the edge of the map board.

(Any suggestions for **Omaha**, anybody?)

I did not include the close combat AT roll because involves infantry which love to ensure the disabling of a tank with hand grenades, gasoline, etc..

Close to recovery rules is the event of "Throw track Bogged down" in slow go terrain. Tanks are lost on a die roll of 5-/. Suggestion: Tracked vehicles-Die roll 5: bogged down, 9 turns to "unbog" and Die roll 6: throws track, 6 turns to repair. Wheeled vehicles bogged down on die roll of 5-6, 6 turns to recover. Then try again. In the case of another die roll of 5-6, the vehicle is given up to the recovery crew! (Historically, such a situation occurred on the Kall Trail.)

Keep a record of repair time on a piece of paper.

With these alternative possibilities, not all is lost. I hate to lose important fighting units and have no way to do at least something.

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Theory of War

Maneuver Warfare and the Wargamer

Part 3: Combined Arms

by Dean N. Essig

Wargamers are very familiar with the concept of combined arms. Unfortunately, that familiarity is based on a faulty conception of what it is and how it works. Based on games, one would come away thinking that "combined arms" is something that automatically happens when the different arms fight in close proximity and therefore get the "combined arms bonus" which makes them fight better together than the sum of their parts.

Here, I hope to get beyond such a simplistic notion and into the root of what combined arms really is and give a suggestion of the game mechanics for simulation. At any rate, a deeper look is warranted than has been given in the past.

Robert Leonhard in his book *The Art of Maneuver* gives a decent discussion of the real-life nature of Combined Arms. He divides Combined Arms theory into three components: A) The Complementary Principle, B) The Dilemma Principle, and C) The Alcyoneus Principle. For our purposes, let's look at each and give ideas for game simulation of each.

The Complementary Principle

This is the one that wargames do well. This principle is based on the simple fact that all arms have strengths and weaknesses. To take advantage of this principle, a single commander would be assigned units of different arms so that he can support one arm's weakness with another's strength.

A force comprised of both armor and infantry allows the complementary principle to be applied. The tanks provide the shock and long range armor piercing fires the infantry lacks and the infantry can provide the close in protection needed by the tanks in denser terrain.

The complementary principle can be adequately simulated by the current "combined

arms bonus" form of game mechanic.

The Dilemma Principle

This principle is more interesting and likewise difficult to properly simulate. The dilemma principle is based on another property of combined arms at work. This is that to protect oneself from one arm, the force may become vulnerable to another. Furthermore, in the combined arms sense, a force attempts to give an unsolvable dilemma to the enemy.

Take the example of a minefield covered (as they should be) with direct fires. Upon confronting the mines, the enemy must either remain in the open slowly working his way through the mines, or sprint across the mines taking their punishment. In the first case, the enemy will be subject to the direct covering fires for a prolonged period. In the latter, in order to decrease the time under enemy fires, the minefield is ignored and losses will result from that decision.

A further example can be had with a large scale enemy attack being launched on the flank of a friendly force. The catch, however, is that the enemy has a Allied-1944 style air superiority. The mass of the friendly force is a distance away from the enemy attack and to counterattack would entail leaving whatever cover and concealment the reserves have available so as to move under the enemy air umbrella and attempt to stop the enemy ground attack.

For the reserve to stay in its proverbial bunkers would allow the ground attack to go unchecked, to emerge might cause the entire reserve to be destroyed just getting to the crucial sector. That is a combined arms dilemma and it is not easily solved.

Napoleonic Combat

Napoleonic combat abounds with dilemma style combined arms effects. Protecting one's infantry from enemy cavalry was done by forming square. Doing so, however, left the infantry vulnerable to attack from enemy infantry and artillery. Failing to do so will protect you from the adverse effects of being in square during fire combat, but leaves you open to the original cavalry threat.

A combined arms attack using all three arms will cause the defender to have to choose between a number of poor options and leaves no good one. Failure to do an attack in this manner (Ney at Waterloo springs to mind) allows the defender to pick one clear-cut defensive method for the threat at hand (squares, in this case) and the other arms are not available to take advantage of the choice.

Many cases cited as combined arms violate the dilemma principle. Many commanders and gamers think that they are exercising combined arms when they call an air strike and artillery on the same target. Not so!

The folks in the target unit (while very unhappy, mind you) do the same thing to protect themselves for both kinds of fires-burrow into the ground. A much better example of a dilemma is the brewing tank in the middle of a battle-does the crew get out and potentially get machine-gunned? or do they stay inside and cook?

Even further back in history, examples can show the dilemma principle in action. Many ancient and medieval infantry forces had to fight in strong dense blocks so as to provide mutual protection and to work together with their hack and slash weapons.

Troops inside the block were out of range of the arms length weapons and formed something of a reserve to call on. If you add archers to the mix, the dilemma pops up. Staying in a tight block is a good idea when countering the hack and slash weapons, but it makes a dreadfully good target for archers. Does one split up or stay in a mass?

Other than Napoleonic games, games do a rather poor job of handling the dilemma principle. Some effects occur almost by accident due to the turn sequence or opportunity fire rules, but rarely is the player in the position to force a dilemma on the enemy. There are ways in existing games to apply the principle, but these are very subtle and require the player to be fully aware of the position he is trying to maneuver his opponent into.

Positional dilemmas, however, are pretty easy to come up with. All that is required for one of these is to force an attack on him at some point and leave a strong reserve opposite his forces at another. He will be faced with a choice of stripping the line in front of your reserve (and leaving it open for attack) or in taking his lumps with the original attack so as to protect himself from your possible attack. This sort of maneuvering, while fun and useful in a game, is not the sort of dilemma the above is about.

The Alcyoneus Principle

This principle, named by Leonhard, refers to the giant Alcyoneus which Hercules had to fight and kill. Alcyoneus was impossible to beat in his home country, so Hercules lifted him up, carried him to another country and slew him there. As Leonhard puts it, the Alcyoneus principle is based upon "moving our foe into terrain in which he is most vulnerable."

The best example of the Alcyoneus principle is the use of armor and infantry. It is often said that "the best anti-tank weapon is another tank". This, of course, implies meeting enemy tanks in a 'fair fight' battle in open tank country with the side with the slightly better tanks and better crews winning via a 'favorable loss ratio'-in other words, through raw attrition.

As students of maneuver warfare, this should be a repulsive way to win and we

should look for a better way. The Alcyoneus principle gives us just the sort of way we want. Tanks are abysmal in tight terrain, both in offense and (to a lesser degree) defense.

Infantry, on the other hand, is at its best in close terrain. This would imply that the best way to kill a tank force is to drag it into dense terrain and confront it with infantry. It will not be a fair fight, the infantry will win and to do so they need not rely on the sort of optimum performance the fair fight open terrain tank battle did.

The opposite is also true. Place infantry out in tank country and the tanks will have a field day with them. I'm thinking here of WW2 style infantry with its limited AT support, not the modern mechanized-neither fish nor fowl- version. Having been in charge of light infantry elements which can do little than sit helplessly by and watch the tanks run by, through, and past us at 45 mph, and then be stuck with foot mobility trying to get back to where the war is-deep in my sides' rear.

Staff Exercise

An interesting example of both the Alcyoneus principle, the ideas of hitting the enemy at a critical weakness, and the other concepts of Maneuver Warfare (namely Dislocation and Disruption) is shown by Leonhard's example of a staff exercise he observed.

The exercise anticipated an enemy attack by an armor division which had to cross two rivers. The approach used by the staff in the exercise was to allow the enemy to cross the first river and attack them inbetween the two rivers in a large tank country engagement area Basic attritional warfare.

Leonhard's proposed solution was to strike the enemy while undergoing the river crossing operation and to specifically target the support and logistical assets which would be the last to cross. This would leave a logistically starved tank force on the wrong side of the river to affect their own fate (dislocation) and the lack of support will quickly give disruption to that force, too.

Meanwhile all of the artillery units and trains which are being attacked will be confronted by "unlike systems" and be the easy target of attack by the friendly force. An unfair fight will be fought which dislocates and disrupts the enemy strength. The terrain will provide the Alcyoneus principle by literally keeping the enemy armor from so much as participating in the battle.

Games rarely address the Alcyoneus principle, even though it must be the easiest to deal with in a game sense. In GB, I applied it very easily as a strength modifier for combat based on the type of terrain in the defender's hex.

In that game, an armor unit is doubled when attacking in the open (but not when

defending, since I believe armor to be used best as an offensive weapon and that it doesn't hold ground well), but is penalized when operating in a forest. In that game, when confronting a armor heavy enemy, it is best to drag him into the forest and make him fight there.

Combined arms forces, such as the German Panzer Divisions, are able to take better advantage over different types of terrain than a pure arms force would. How is the complementary principle shown in that game? Quite simply, armor is 'protected' by infantry in the tight terrain since while the armor strength drops radically, the infantry remains the same, so the hex will retain a decent combat strength.

Conclusion

Games can model all of the different sides of Combined Arms effects well, but heretofore have concentrated all effort on only one of the three principles (except Napoleonic games which traditionally get the dilemma principle right). I can easily see applying the Alcioneus principle in games and have done so in the OCS.

I am less certain about the dilemma principle and encourage you to give it some thought and let our readers know through either letters or articles what you come up with. A careful, thoughtful, synthesis of all three facets would be an excellent advance in game design and I will be fascinated by anyone's ideas on how to accomplish it.

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Kall Trail:

From our Roving Reporter Dentist in Germany

by Hans H. F. van Deventer

Preliminary report on my visit to the Kall Trail, 6 June 92.

Last Saturday, we left very early from our home to reach the Ruhr area before holiday-makers would be crowding the walking paths to and from Vossenack and Schmidt. We arrived at about 8:30 at the church in Vossenack, had breakfast on the hood of our Suzuki Vitara (4WD) and started to look for the beginning of the trail. It is easy to find these days because a map with all walking paths is provided on the parking zone next to the church. Off we went!

At the actual beginning of the trail is a road sign to tell you it is only for people who live (?) or work alongside it, but we believed we would do no harm to drive down the muddy path. 4 low would do the trick. The first part, towards the entrance of the woods, is easy. The first thing one notices is that it certainly is not a nice place to be when visibility is unlimited. An enemy can look at you from every direction: Brandenburg, Bergstein, Kommerscheidt and Schmidt! (You really feel exposed like a fly on a very white wall.) We went onto the slippery trail and carefully drove down in first low gear.

I estimate it was a 20 to 30 degree angle. It is very narrow and has hardly changed in the last 48 years. I can say this safely because it looks as if it is not used except for some holiday makers. We managed with the car about halfway. Then, the trail was cut by a track to allow foresters to work in the valley.

The beginning of the second part is the narrowest for about 6 to 7 meters. I did not know what would follow, (no turning back!) so I walked the second half. I know now it can still be driven all the way down to Mestrenger Muhle and may even do so, for reasons I will explain later. But, last Saturday we didn't. We took a left turn onto the foresters path completely surprising some foresters cutting trees. To them, it was impossible to come from that direction!

Following a normal road you can reach the mill and the end of the trail and cross a bridge (not the same one as in 1944, it was blown up). In June, it is possible to ford the Kall, there were only 1 1/2 feet of water. (I have no idea what it looks like in

November, though.) On the other side of the river, the trail becomes a little road with a few nasty hairpins. This is not nice on tank tracks either.

One turn was so sharp, I had to back the Suzuki up to make the turn. Even the road surface looked like it was made in 1940 Germany. So far as I could see it had no major upgrading for years!

After this last steep climb out of the valley, we came into Kommerscheidt/Schmidt. These days they are probably one town but we saw only the name Schmidt.

Conclusion:

There is a more or less good road from Schmidt to the Mestrenger Muhle, and off the mill to the west and east. But, there never was, or is, a good connection to the north to Vossenack.

Except for some aerial pictures, there was no intel on the condition of the trail which was not only chosen as a main line of attack, but was supposed to be the supply line as well. Ever since I sent down the steep, slippery, narrow trail into the gorge, I have felt the greatest admiration for the battalions of the 112th Inf, the A company of the 707th, the 20th engineer combat battalion and later C company of the 893rd TD battalion and a battalion of the 110th, with TDs and light tanks. (This was TF Ripple.)

What they tried was absolutely **impossible**: bad weather, hardly any air support, almost total open terrain towards the entrance to the trail. (German OPs must have had a field day!) With insufficient tank support, the infantry was stuck in their objective: Schmidt. I wonder who took the blame for these grave mistakes; that is what they were since the village of Schmidt can only be taken and held from the west.

By the way, the reason for me to go back is a painful one. Two days after we were at the trail, I found I had forgotten to put film in my camera! It happens sometimes during photography-travels, but this was not nice. Maybe it will give me the opportunity to drive the whole trail down, showing in print how narrow it is.

More about the Kall Trail then.

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Making a Game Map

Step-by-Step Guide

by Dean N. Essig

This article was written in response to a player's request that I describe the process of game map creation. In this particular article, I will describe the steps involved in bringing about a usable playtest map. I will avoid the issues that arise when this playtest map must be redone in a form suitable for final publication.

Basic Research

The first step in making your playtest map is the research process which will hand you a reasonable base map to work from. For our CWB games, we invariably use a standard USGS topographic maps (7.5 Minute Quadrangles) as a base. The base map's function is to provide accurate information upon which the historical detail is added. Most maps made before the advent of aerial photography are notoriously inaccurate.

With the correct base maps on hand, make a trek to your local blueprint shop to enlarge them. The 7.5's must be blown up to 208% of original size. Those of you with computers and scanners can do this yourself. The enlargement process by the blueprint shop is expensive and should only be done if you cannot do it yourself and know exactly what areas you want enlarged. The item produced by the blueprint shop is called a "PMT" (Photo-Mechanical Transfer) and will show the area specified, at the correct scale, in black and white.

The second step in the research process is to identify historical features. You will need two things to accomplish this step. First, place a large sheet of tracing paper over the blown-up map. Do not introduce hexsheets at this step. Hexes will only confuse the issue. The tracing paper will form your "compilation sheet."

Comp Sheet

This comp sheet will be the repository for all the information you will place on the final map. Next, you must track down all the map sources you can relating to the historical event itself. For the CWB, a good first step is to consult the Atlas which accompanies the Official Records. Be very careful to cross-check all information between several sources. An unconfirmed feature on a single map will generally be wrong.

With your comp sheet strapped to your base map and your historical sources in hand, start drawing the historical features which still exist on the base map. Remember to be as accurate as possible at this point-sloppiness now will carry all the way through and you won't be able to recapture detail lost at this stage later. Generally, roads are a good place to start.

The historical roadbed has likely been used when the modern roads were laid. Sometimes not, but it's easy to tell by comparing between the base map and your historical sources. These historical roadbeds will give your comp sheet a frame to help you pin down other features.

Now is a good time to retrace the contour lines. It is best just to accept these as they are as long as you are observant for man-made "damage" to the historical terrain (such as airports, dammed up lakes, strip mines, and urban development). Trace the contours as they lay-leave "game interpretations" of "level" and the like for later.

As you progress on your comp sheet, record features from large to small.

It is important to remember that the comp sheet is there for you and you alone. Don't be elaborate-no one will ever give you an award for an impressive comp-be neat! Being "ansy" at this stage will only cause you problems when you find that you've made a mistake. It may also make your information hard to understand and read when it comes time to do the real playtest map.

The Playtest Map

By now, if you haven't thrown in the towel, you will be ready to make a game map out of your comp sheet. The best way to do this is to use a "light table." A light table is merely a sheet of frosted glass suspended above a series of lights which will allow you to trace from your comp onto the final game map.

A much less satisfactory method is to place the comp sheet over a hex sheet and do a hex by hex transfer to the playtest map. Not only is this method a pain to do, it is highly subject to error and the final product will never look quite as nice as one done on a light table. For my effort and to avoid headaches, I suggest you beg, borrow, or make a light table and do it that way.

In terms of materials, I can make a couple of suggestions. For the hexsheet itself, get one of ours, Avalon Hill's, or West End's (if they still sell them), stay away from the ones printed on what looks like newspaper. Not only the high acid content of those papers cause your map to yellow and break up in only a year or so, but the porosity and coarseness of the paper will make detail hard to draw and markers impossible to use well.

For drawing on your hex sheet, I would suggest pencil combined with marker for the beginner. Use colored and regular lead pencils to lightly draw your information in. Use markers as a last step to create symbols for trees and to make roads stand out. Stay away from large expanses of solid color. Those will cause your map to look terrible whether you try to color them in with solid color (be sure to take out stock in a marker company first, if you do) or (worse yet) attempt to "cross-hatch" the area.

Neither will look satisfactory until a higher degree of skill is obtained. Also, it will be best to stay away from bright, garish colors. You will be much happier with the result if you err on the subtle side, believe me. For background elevation colors, if your game needs them, use colored pencil and lightly shade in each hex with its elevation color. Again, it is quite wise to lay out all the colors you intend to use for elevations side by side and make your final selections before attempting to color anything. Doing this will save you a great deal of grief.

Moment of Truth

Now comes the moment of truth. As you trace over your comp sheet, you must analyze the comp's information in a game sense. The things to look for are: roads must be in hexes, not on hexsides; the elevation level of each hex must be determined from the collection of contour lines on the comp; and streams and rivers must be bent, distorted, or otherwise messed with so as to conform to the hexsides along their course.

Roads are pretty easy to fix. Generally, roads will be just fine 80 to 90% of the time. Once in a while, they will clip a hex corner or slide on a hexside. In those case bend the road slightly to avoid the problem. The correction will usually be fairly small. On rare occasions a road will insist on travelling right down a series of hexsides. When that happens, shift the dang thing over half a hex, and don't lose any sleep over it.

Judging the elevation of each hex is an an. I usually look to see where the imaginary center dot of the hex falls and adjust slightly if the majority of the hex is one elevation or another. It is an eyeball estimate and there is no other way to do it. It causes most people who are new at it a bit of soul-searching because you'll literally feel like you're lying. The thing is you're not, and whether a hex goes on way or another rarely (if ever) matters in the final product.

Once you've made your decisions about the elevations of your hexes, you'll find that acceptance of what you've done and the guesses you had to make is very easy and you'll soon forget that hex 21.34 might be level 2 instead of 3.

Streams are another matter. These must be forced into the hex pattern (unless you have a new twist on river features) and this forcing must make sense. A road on one side of the river should not repeatedly cross and re-cross it in the final map because of the hexside river requirement. It might be wise to do your water features first, so

that you can make roads and elevations conform as needed. Elevations should make sense with water features--nothing looks quite as strange as a stream that runs up a hill or along a ridge in preference to a valley of low ground one hex away.

Another important consideration involved with streams is that they must "work together." Two rivers which should join below a road junction should not join above it because they were forced to by the hexes. If need be, a river can be snaked out of place even more to maintain its position with respect to other distorted rivers nearby. Generally, these matters can be resolved by a one hex adjustment here and there--rarely a big move. The point is that if you are not careful with the distortion of river features, you might find yourself generating terrain variations unintentionally which could have a significant ahistorical effect on your game.

Great care should be taken at this final stage so as to generate a playtest map which is both functional and aesthetically pleasing to look at. The information portrayed must be done in a way that is easy to read and understand. It must not conflict with itself in a way which forces you to read "through" information to get at the stuff you need at any given time. Do your best to both be neat and "good looking." The latter will help your interest in your project as time moves on.

After many hours of final effort, you will have an excellent looking hand-done playtest map for your game. Good luck, if you run into any specific problems give me a ring and I'll do what I can to help.

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In the Twilight Zone

American Civil War Brigade Series

by Dave Powell

In some gamers' eyes, the *Civil War Brigade Series* command system is merely a dark conspiracy to rob them of tactical control on the map. Nominally in charge, they protest that they are reduced to spectators at the scene of their own destruction. Perhaps this is an exaggeration, but it does cleave close to the truth: the command rules are designed to remove from you, the boss, much of that instantaneous control heretofore found.

This piece is not meant to be a general discourse on the merits of the system or delve into its underlying philosophy. Instead, I was to spend some time addressing a specific aspect of command control created by this system. I am talking about that odd period of little control that gamers discover in the opening phases of some CWB games: the time before the army commander arrives, and where no provision has been made to appoint a temporary replacement. As indicated by the title, this is truly the twilight zone of command. Who is in charge, and how do you get them to do what you want?

Only certain armies in particular games suffer from this malady. In **Thunder at the Crossroads**, the Union army always had an acting overall commander, while the Confederates start with none. The Rebels must rely instead on luck, in the form of initiative rolls, to alter their strategy prior to Lee's arrival in mid-afternoon.

August Fury leaves both sides initially leaderless, while **Barren Victory** reverses **Thunder's** circumstances and leaves only the Federals crippled. (The purists may differ, since the South had both Bragg and Polk at start-if that isn't *crippled*, what is?)

Why Done?

Before I offer some alternatives to this problem, perhaps I should spend a little time explaining why it was done this way in the first place. As evidenced by the selectivity of who did or did not get a temporary army commander to fill the gap, in each of these cases the decision was a deliberate one, based on my interpretation of the historical circumstances and actions of the rival commanders.

For instance, in **Thunder**, Meade went to great pains to ensure that each segment of

his army would have unity of command in case of action. His predecessor, Hooker, had appointed wing commanders on the move north, and Meade wisely kept these arrangements active. When he learned of Reynold's loss, Meade dispatched Hancock forward to take over, further ensuring the continuity of this unity embodied in a general he trusted. With laudable foresight, Meade had made certain that, right from the opening guns, there was no confusion as to who was in charge.

Contrast this with Lee, whose men were converging on Gettysburg from various distant locales. The CSA corps commanders had a vague set of orders issued previously, (mostly instructing them to avoid fighting) but initiated and fought the first day's battle on their own. Ewell and Hill's Confederates worked in concert only due to an accident of placement, not through any coordinated tactical action.

In the game, I have presented these initial decisions made by the arriving divisional and corps commanders as the units' arriving orders. After that, any alternative strategy decisions should come only via independent initiative rolls, or wait for the Rebel commander himself to arrive later in the day.

In **August Fury**, much of the same applies. Jackson, of course, is technically independent prior to Lee's arrival to reunite the army. However, rather than force the player through the mental gymnastics of Jackson issuing orders to himself, I found that initiative would do nicely. Since Jackson commands all the CSA forces on-map at start, initiative control is made easy.

Even using the 2nd edition rules, where we have greatly reduced the efficiency of initiative, the delay difference between orders acceptance and initiative success for Jackson is marginal.

Conversely, the Union player must pay the price for Pope's complete ignorance of the true situation, and is penalized quite harshly. I acknowledge that this is liable to produce great frustration on the Federal side of the table, but offer in justification the verdict of history. Pope's army could not even get divisions of the same corps to act in concert (Re: McDowell's 3V Corps) much less the larger elements.

Barren Victory, mirrors **Thunder**, but now it is the Union army that enters the map without unity of command. More significantly, the game situation is less set-piece than at Gettysburg, requiring greater flexibility. Also, the Union had elements of several different corps, and one unattached unit- a cavalry brigade up north-that does not even have the initiative option. Forget any major, coordinated attack by the Union player at start, unless you do abnormally well on initiative rolls.

Conspiracy

Overall, these circumstances conspire to place the initial burden of attack on Bragg rather than Rosecrans, which was my original goal. The Union commander is not that

far away anyway, and should be along before a major disaster develops.

In each of the above games, one side does possess the necessary unity to take the initiative (though **Thunder** is unique in that the aggressor is the penalized party) and commence the game. From the historical perspective, this is an effective way to design an historically accurate game without resorting to arbitrary 'ironclad' rules, simply prohibiting this or that activity. There is still more than enough flexibility to allow for the players to take charge of their own game, starting from this historically correct perspective.

So, having dispensed with the background, what do you do if you have managed to assume command of one of these unfortunate forces? With no army commander in sight and noting that initiative (in the 2nd edition) is a weak reed, what options do you have? First of all, you can remain in place, using your existing orders and any successful initiative you do get to solidify a defensive position while waiting for the boss to show up. Defensively, you always possess freedom to act, in the form of an emergency Corps Retreat if nothing else. This rule was specifically designed for such situations, and is the ultimate safety valve to save a threatened force. The penalty you pay in stragglers each time should be more than enough to restrict this rule's use to necessity.

The defensive option is not too burdensome, nor should too many ECRs be declared, simply because this twilight zone is too short to really cripple a player's freedom of action. At the start of a game, your troops are fresh, and the commander is in most cases only a few hours away.

Limited offensive action is possible, but only advised if you have a corps commander with a four rating, who can effectively use initiative and wield enough force to accomplish something. This option is more dangerous, since action on your part opens more doors for things to go wrong. Correction will require more rolls, with failure or, worse, a loose cannon. I am not saying never do it, since some opportunities are too good to pass up, but be aware of the risks.

In **Thunder**, for instance, the Confederates must attack early on, to inflict as much damage as possible. However, the Gettysburg situation requires that the Rebels adopt a risky strategy throughout most of the game, if they seek a victory.

Optional Rules

Below are two optional rules. One gives some initiative ability to detached units. The other allows the army commander to speak from beyond the map edge, for those players who need at least the illusion of control.

1. Detached Unit Initiative.

In order to increase the flexibility of detached brigades (usually cavalry but also infantry, where allowed by specific game) allow units who have been specifically assigned tasks taking them outside the normal command radii (divisional or brigade goals, etc.) to roll for initiative as well. In the rules, detached units have, for accepting new orders, an assumed receiving leadership rating of "2". During the command phase, these units may roll for initiative as well, using this same "2" rating.

All the normal rules for initiative apply, including any anti-initiative ratings. Units within the normal command radii of their superior officers, and units outside the radii but not having specific brigade goals (forced out via a morale result, for instance, or left behind during an advance) may never roll for initiative. These assumed leaders are never used for morale, rally, etc. nor do they ever roll for leader loss.

2. Off-Map Orders.

An army commander may issue orders to on-map units prior to his own arrival. Issue the order and calculate the costs in the normal manner. An extra delay in delivery time is imposed based on the number of turns prior to the actual commander's arrival.

First, calculate the number of turns of transmittal time between the receiving command's location and the commander's arrival hex. Next, add to this delay one-half the number of turns (rounding up) left prior to the commander's actual arrival. For instance, if the commander is 7 turns short of arriving on-map, an extra 4 turns would be added to the delivery time. No more than one commander can ever issue orders per side in a turn.

In **Thunder**, for example, either the acting on-map commander can issue orders in a turn, or Meade can send in instructions from off-map, but never both at once.

Conversely, an on-map commander can issue orders to units who have not yet arrived, using the same concept.

Design Note: In the above rule, aide-delivered orders seem to travel faster than the leader when off-map, in direct contradiction of the on-map situation. The reason is simple. The approaching commander is usually not riding hell for leather to reach the field, but rather is moving at a more reasonable pace. In addition, delays result from halts, etc. that would be ludicrous to try to chronicle in order to present a completely accurate picture of a commander's movements prior to reaching the battlefield. Meade spent most of the first day at Gettysburg sitting in Taneytown coordinating the movements of his other off-map forces. The simplification seems a small enough price to pay.

Finally, I think the detached unit initiative roll has more historical merit than the off-map commander situation. The latter is aimed more at people who desire a greater control over their forces right from the start, no matter if this results in a decrease in

historical accuracy. Feel free to pick and choose among them, tailoring the game to your own desires. Enjoy.

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Tactical Combat Series

Proposed 3rd Edition Tactical Combat Series Changes

by Dean N. Essig

The following are the roughed-out changes for the 3rd Edition TCS rules which will first appear in the **Matinikau** game next fall. I encourage you to give these rules a shot with any TCS game (except FEW since the Modern Expansion won't necessarily work with these changes in place.) Let me know what you think and all feedback will be appreciated!

1. Single Stack Overwatch.

- An overwatch trigger occurs when a *unit finishes* moving into a hex and an enemy unit has an LOS to *the center of the hexside crossed to enter the hex* **OR**

When a non-phasing unit fires overwatch and a phasing unit has an LOS to the firing unit's hex.

- On a trigger, the opposite player (from the one making the trigger) may identify one stack of units to fire on the unit making the trigger. If the identified stack is not overwatch marked, he may fire them without any sort of die roll. Each firing unit must be able to have an LOS to the trigger's location. (Exception: a mortar unit's *spotter* must have an LOS, not the mortar itself. The spotter, if overwatch marked need not make any die roll to spot.)

If the identified stack has overwatch marked units in it, roll one die for the stack. 1) Firers which can "self-observe", on a 5 or 6, can fire. 2) Firers which **cannot** "self-observe" (mortars using a spotter, say), on a 6, can fire. Otherwise they cannot. Roll only once for the stack.

Note: **Overwatch marking is ALWAYS a property of the stack. If any one unit in a stack fires, the STACK is marked.**

- **The absolute maximum number of stacks which can engage a single overwatch trigger is every stack at or within three hexes of the trigger (see below) plus one stack which isn't.**
- **Execute the fire combat. Afterward, the moving player may return fire against one of the triggers generated by the enemy overwatch fires. Return fires are handled in the same manner as above.**

- **Mark any unit which fires overwatch with a "Fired Overwatch" marker.**
- **EXCEPTION: When the trigger occurs at or within three hexes of enemy units, every enemy unit at or within three of the trigger may fire overwatch. Roll as above for any overwatch marked units. Mortar units can fire if their spotter is at or within 3 hexes (roll if overwatched marked). The mortar unit (itself) need not be in the 3-hex zone.**
- **EXCEPTION: Triggers which occur in hexes adjacent to an enemy unit can always be seen, regardless of conditions or terrain. Furthermore, any time a trigger occurs adjacent to a unit (or units) all those adjacent to the trigger may automatically take advantage of the trigger-marked or not.**

2. Artillery Rules

- **Smoke is generated as per the below "EFS" rules.**
- **Smoke reduction. No die roll, take away 1/2 of each hex's smoke markers each clean up phase (round .5 up)**
- **No immediate suppression missions.**
- **General and Direct Support will be eliminated as concepts and batteries will not be assigned to particular op sheets, units, or task forces, etc.. Batteries are not op sheet forces (like air sorties) and any battery may be spotted by any ground unit. No reassignment rules needed.**
- **The spotting unit must have an LOS to the planned target hex at the moment the mission is plotted in the Called Fire Phase. (A player cannot plot missions with "the intention" of being in position to spot when the mission arrives.) The only missions which may violate the "spotter must be able to spot" rule are blind missions fired directly onto TRPs. Such blind missions cannot be adjusted off the TRP.**

New Artillery Rules:

- **Adjustment Points and Adjustment**

In the place of all the spotting round and old adjustment rules, use the following:

- 1) Identify the observer unit and the exact target hex for the mission.**
- 2) Each mission has an adjustment point. Place the adjustment point in the same manner as in the old designation round (one die for direction, one for distance, rotate as needed) OR directly on a TRP (if a TRP is being used). This point has no attack value and only exists as a reference point for the accuracy of the fire mission.**
- 3) Determine whether the observer has a clear LOS to the adjustment point and the distance (in hexes) from the adjustment point to the target hex.**

4) Roll on the Adjustment Table (below) to determine if the mission adjust fire successfully. If it fails, the mission automatically checks fire and its ammunition is returned to the player's ammo pool. If the mission passes the adjustment check, it must fire for effect on the identified target hex and cannot be later cancelled. Use the same table at night as in the day, given that no LOS can be traced past the night limit, unless it is into a lighted zone.

Adjustment Table

	Number of Hexes to Target						
	1	2	3	4-5	6-7	8-9	10+
Clear LOS to DP exists:	3	3	4	5	6	7	8
Clear LOS doesn't exist:	5	7	9	11	np	np	np

Roll # or more on two dice to pass. "np" means successful adjustment is not possible.

- Battery Fires and Effective Sheafs**

Fire for effects are done using "Effective Sheafs" (EFSs) which represent the expected number of group hits assuming a few errant rounds per set of tube fires. Each EFS contains about three to five rounds.

EFS Numbers

Generated by differing Numbers of Tubes and Battery Fires (BFs)

5-6 Tubes in the battery: EFSs HE: BFs x 1, Smoke: BFs x 2

3-4 Tubes in the battery: EFSs HE: BFs x 1/2, Smoke: BFs x 1

1-2 Tubes in the battery: EFSs HE: BFs x 1/3, Smoke: BFs x 1/2

Handle ammunition normally (in terms of battery fires, etc.).

Each EFS generates one smoke marker after attack resolution.

Place EFSs out using Linear, Converged, or Open type target patterns (see Patterns below) by rolling for each EFS.

Resolve attacks after placing all EFSs from a given mission.

- Smoke Missions**

Calculate EFS's the same way-each EFS makes one smoke marker-and no HE

attack.

- **Illum Missions**

An Illum mission always consists of one battery fire and generates one Illum hex and lighted zone. The same battery may fire multiple illum missions (each generating one such hex), but a battery may not place several illum by firing more than one battery fire in a single illum mission. The purpose is that, in mission alternation, the player will have to trade with his opponent before he can use the illum he fired in a mission.

Each illum EFS hex requires the same amount of ammo as a regular EFS does (one to three battery fires, depending on battery size), the individual illum "round" stuff is dead.

Place Illum EFSs in any desired hex, just like mortar fired smoke.

- **Continuation Missions**

The player may re-fire a mission fired the turn before using the same FFE hex without having to through the adjustment point sequence. The continuation mission must be fired by the same battery which fired in the mission the turn before, but the player may freely vary the number of battery fires or types of rounds as desired. Batteries with called fire delays cannot execute continuation missions.

- **Check Fire**

Players are much more restricted in their ability to check or cancel fire missions. The following explains how it now works:

- 1. Players can never check or cancel fire any unobserved mission. (The remaining rules apply to observed missions, only.)**
- 2. Players can check fire before any round is fired (before placing the adjustment point) without any die roll.**
- 3. Mission is automatically cancelled if adjustment fails.**
- 4. Mission automatically fires for effect on target if the mission passes the adjustment check.**

- **Rocket Fires**

Rocket fires are done directly on their initial adjustment point (no adjustment required or allowed). TRPs have no effect on rocket fires. Game rules must specify for each rocket barrage type in that game the following: A) an inner fires zone, B) an outer fires zone, C) the fire strength applied to each target hex for each zone. 50% of all rockets land in the inner zone, 50% in the outer zone.

The two zones are expressed as distances from the adjustment point. Firepower

available is evenly distributed over the number of hexes in the zone. Attacks are executed against all potential targets in each zone based on that zone's per hex firepower. The inner zone gets one smoke marker per hex, the outer zone gets no smoke at all.

Fire Values (new)

.	75	105	155	8-inch	16-inch
EFS fire value:	10	20	25	40	100

- **Rates of Fire**

Depending on battery size, a given battery may be able to fire differing numbers of BFs in a single turn. These rates of fire are:

150mm or larger: 6 BFs per turn

105mm: 8 BFs per turn

75mm: 12 BFs per turn

- **Artillery and Mortar vs Point Targets**

Only when an EFS (or more) or a mortar platoon fires on a hex does the table get used (never for spotting rounds). Roll once per mortar fire or EFS vs each target. (NOT individual rounds like now).

Use only the current "Mortar" roll for both mortars and EFS hits, rolling once per target in either case. A multifire chart will be provided to lessen the number of rolls needed.

- **Direct Fire**

On map artillery which fires in a direct fire mode may not conduct regular artillery missions in the following turn-the entire battery may not do so if even one of the tubes is engaged in direct fire. Likewise, any on-map battery which fires indirect fire in a turn, cannot conduct direct fire in the same turn. Note: Artillery cannot fire smoke in a direct fire mode smoke must be fired as an indirect fire mission.

Area Fires: At the cost of one battery fire, each tube may fire one EFS direct fire at a target in the tube's LOS. The EFS automatically hits the target hex and combine all the direct fire EFSs hitting the target before determining the result. Firepower of the EFS is 1/2 the normal EFS value and it has the normal range effects applied. Each tube cannot fire more than one EFS in direct fire mode.

Point Fires: Same as above, but make one point fire attack per EFS on one target in the target hex. The point fire attack value of the EFS is the firepower

value of the EFS divided by 10. If any area targets are also in the hex, they are attacked by the EFSs as above (and not ignored as in regular point fires).

Direct fire artillery never generates smoke.

- **Patterns**

Linear directions must be plotted with the fire mission during the Called Fire Phase, directions are not determined at the moment of fire.

Concentrations

Converged:

One Die for distance, one for direction, if adjacent. Roll for each EFS.

.	In Hex	1 Hex
First Die	1-3	4-6

Open: One Die for distance, one for direction, scatter rotate roll if needed. Roll for each EFS.

.	In Hex	1 Hex	2 Hex
First Die	1	2-5	6

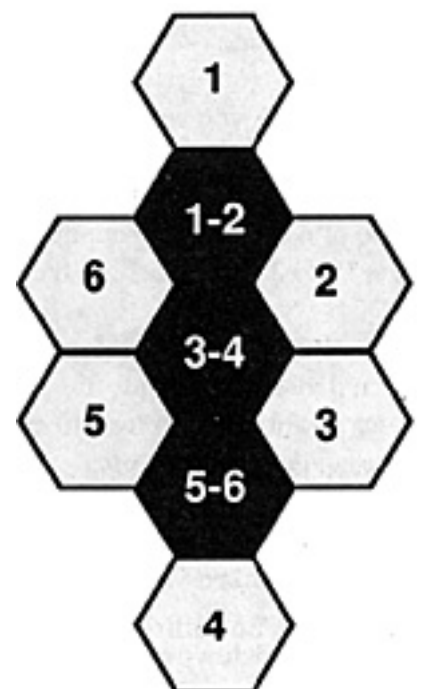
Linear:

Designate orientation of pattern at the time the mission is called. Roll two dice. Red die determines if EFS is in the pattern, or out of it. On a 6, the EFS is out of the pattern-any other result and the EFS is placed in the pattern. The white die determines the exact hex of placement as per the diagram and the recorded orientation. No scatter rotation is done at all in a linear pattern.

(See diagram at right for the Linear pattern die rolls.)

3. Mode Change during Movement

Vehicle and carrier units may, at a cost of 1/2 their MA, switch modes during the Action Phase. Vehicles or carriers which are



overwatch marked expend an additional 4 MPs to remove their marker.

4. Charts and Tables

- Where possible simplify and remove excessive modifiers.
- Use the 3-dice Point Fire Table (OPS #4 pg 18)
- Use the new Terrain Effects Chart (OPS #4 pg 18)
- +1 to company morale when a section sized infantry unit gets destroyed. (In conjunction with the current platoon adjustment of +2.)
- AT Rolls can be made against AT Guns.

5. Command

- Any Op Sheet which can be considered to have a Battalion staff assigned to it gets a -2 Size modifier. An op sheet has a staff if one or more organic battalions is assigned to it-all units in play of that battalion must be on that same op sheet.
- + 1 to size modifier for each unimplemented op sheet a force has beyond the first. If any part of the force on an op sheet has another op sheet, that counts as an op sheet "in the works" against the whole op sheet force.
- Add Line entry command system as a series rules optional.

6. AA Fires

Three different types of AA weapons: Light, Medium, and Heavy.

AA Table (roll once for each aircraft)

Number of Lgts:	1-3	3+	.	
Number of Mediums:	1	2-3	4+	.
Number of Heavies:	-	1	2	3+
Dice to abort:	12	11	10	9

- Use the farthest right column available, given the number of weapons on hand in range and LOS.
- Shift left 2 Columns at night (constrained by table).

Aircraft usage is done on the basis of runs. If a run gets aborted, remaining runs may still occur. Each run gets AckAked separately.

7. Area Fires.

- Units mounted on a carrier which gets destroyed via area fires are attacked separately by the same fires and do not get any protective benefit from the

destroyed carrier's armor.

- **Redesign the Area Fire Table to make full use of the standard rounding rule and rounding does not occur until after both dividing by 10 and the "wimpy" fire effects are used.**
- **Area fires attack all units in the target hex separately except the owning player player may designate (at the time of fire) any number of "combination" units in the target hex. Each combination unit can only consist of one infantry unit (of platoon or section size) and one MG unit. A combination unit is attacked as a single unit. The owning player determines which unit takes any required step losses. The infantry unit's company morale is the one to be affected by the fire combat, it makes the morale check for the combination unit, and any morale result affects both units equally. Combination units are only used for area fire combat resolution-they have no effect at any other time.**

8. Mortars

- **Only mortars of 81mm or larger can fire smoke. Smaller mortars cannot. The hex where a mortar fires smoke gets one smoke marker.**
- **60mm American mortars (and all larger ones) can fire illum.**
- **Artillery and mortar fires are unaffected by smoke in the target hex and hexside features around it on the Area Fire Table. Mortars are affected by these when combined with direct fires against a target on the table.**

9. AT Rolls

- **AT rolls may be made against AT guns.**
- **In the Suppressive Fire Phase, AT rolls are confined to their own segment right after the Direct Fire Segment. Firing or not in the Direct Fire Segment has no effect on the ability to conduct AT Rolls in the AT Roll Segment. Units may become suppressed during the Direct Fire Segment and that will degrade their ability to do effective AT Rolls in that segment and that effect is intended.**
- **The 'fire at all targets' rule is gone.**
- **An infantry unit with 3 or more steps can make AT Roll attacks against up to two hexes and all the units in them.**
- **One with 2 or less steps can only attack one such hex.**
- **In the AT Roll Segment, alternate firers (not targets) and each firer makes its one (or two) attacks before exchanging roles. A target hex may be hit more than once if firers are available and may even be hit twice by the same firer should a player decide to use both AT roll attacks available to a full strength platoon against one stack.**
- **AT Rolls behave in assault and overrun attacks as before and are in addition to the regular fires of units at that time.**

10. Odds and Ends

Players can't look at enemy stacks except to see the top unit or marker. The enemy player must correctly answer when questioned by the other player about target types in the hex-Area? Point? and so on.

STACKING: Themax limiton the number of vehicles and/or carriers which can be placed into one hex at the end of the Action Phase (and at the instant of an overrun, counting both sides separately) is five. Any number of infantry or weapons units may stack in any hex apart or in conjunction with the vehicle/ carrier limit.

- **Mine Breaching: The original rule is to be changed from "ending movement" to "expend three MPs to attempt", otherwise the rule remains the same. Breaching still occurs after all other movement is finished (by units which had three MPs remaining at that time).**
- **During the Command Planning Phase the player can combine two or more infantry platoons to form units which are closer to full strength. The selected platoons must be from the same infantry company but need not have identical unit values, etc. They must be in the same hex to do so. No unit can be made stronger than full strength in this manner (i.e. a six step unit). Three infantry platoons with two steps remaining each would combine to be a full strength platoon and a platoon with one step left.**

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Putting Some BLITZ in Your KRIEG

Guderian's Blitzkrieg

by Dean N. Essig

By now, quite a few of you have had a chance to experience the command of the German army in **Guderian's Blitzkrieg**. As far as I know, this is the first game to correctly simulate blitzkrieg-style tactics in a non-linear fashion. Since that is so, numerous players have been slapped upside the head by their game-learned warfighting tactics when they tried to apply them in that game.

Operational land wargames for many years have masterfully simulated one war (regardless of period of the game itself) and one war alone-World War I. Offensives are handled as broad front affairs with only limited exploitation. Most exploitation seen in games consists of a minor advance and turn to "surround with ZOCs" more of the enemy front line.

Deep penetration only has the effect of taking a player's good units out of where the action is, in effect, out of the war. Even games like **Fire In the East/Scorched Earth** or **War In the East** which purport to show the active fluid operations on the Eastern Front bog down after the initial turns of Barbarossa into what Owen termed the "snake-dance" where two lines stretching from Finland to the Black Sea wrestle with each other for a hex or two, here and there. Broad front offensives of little depth are the order of the day. Exploitation is almost nonexistent, and when it does occur it is quite limited.

It comes as no surprise that a player trained in such an atmosphere would get a wake up call in his first play of GB. To help out, I have attempted to describe here the basics of a blitz-style offensive in general terms. I have also endeavored to include examples from the play of GB to help illustrate the concepts.

Basics

Given the situation in figure 1 at right, the German player must attack and advance against the Soviet forces to his front-coming from left to right. To do so, he must apply two simple principles-attack along a narrow front in great



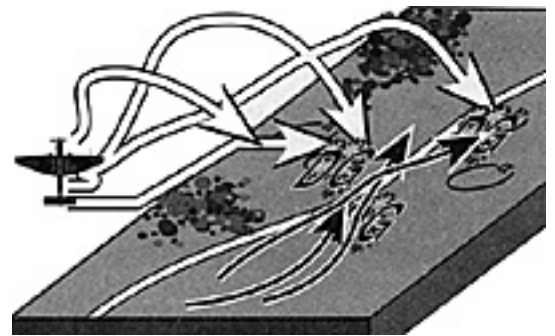
strength, and exploit deeply so as to disrupt the enemy rear areas.



The object of the narrow front attack is to punch a hole large enough to get through, but not so large that its creation uses up too much of the attacking force—so that no one is left to exploit. The exploitation force must be as large as possible, have its own logistical support (if possible), and must fan out from the breach as deeply and quickly as possible to maximize the disruption of enemy rear areas. The "Anatomy of a Schwerpunkt" diagram shows the type of task organization I would use to both open the breach, exploit, and support the exploitation. Notice that the weight of the attack is actually in the exploitation force.

Narrow Breach

Figure 2 at right shows the effort at the creation of the narrow breach. Because of its narrow frontage, the German player can concentrate a great deal of strength in a few attacks. I prefer to open a hole about 5 hexes wide, usually with the main axis of advance right down its center (a road usually).



How is the hole made? The first elements to go to work are the Luftwaffe's aircraft. Send in a couple of hip shoots against selected targets in the breach zone. The goal of these attacks is to disorganize the target stacks—any step loss will be gravy. Don't hesitate to make more than one hip shoot against important targets so as to insure that they end up W'd. At the same time, target selection must be handled very carefully so as to not choose too many targets or unimportant ones. Luftwaffe assets (regardless of what the Soviet player might think) are very limited.

Choosing hip shoot targets can be decided according to the following attributes. First is the "danger level" of the enemy stack. Is it a stack of strong units or some puny Penal Battalion? Next comes location. A stack toward the center of the projected breach gets a higher priority than one further out. Stacks outside the breach zone generally do not qualify, regardless of what is in them.

Depth is also a factor. You will have the most ground power to apply against units right on the front line and that power diminishes rapidly as you move into the enemy defense. This happens because of the limitations imposed on units by their movement rates and the modes they are in. By that logic, deeper targets have a higher hip shoot priority than ones closer to the front—again within reason.

Select an appropriate amount of airpower to apply to each hip shoot. Don't waste air units on massive raids, a couple in each hip shoot will do the job and it's better to make two smaller raids than one huge one against a single target. Remember, the goal

is to W the stack, step losses are a luxury. I usually place a couple of He-111's or Stukas in each attack. Save the fighters for other missions (like protecting your exploitation columns, hint, hint) and never waste a Bf-109 on a GS mission.

After the hip shoots have done their job, it's time to send in the ground forces. Rule number one for Cerman breach making in GB as well as any other blitz-style operation: **BREACHES ARE MADE USING OVERRUNS!!!!**

I can't emphasize that enough. If you wait until the Combat Phase to make these attacks you will: A) have to suffer Soviet air attacks in their Reaction Phase, B) not be able to exploit any breach until the Exploitation Phase, C) won't be able to hammer any pesky defensive hexes withrepeatedoverruns, and D) will only be able to exploitwith those units put into reserve mode (or those who get exploit results in combat).

All in all, such an attack will be much easier to bog down from the Soviet point of view and will lack the depth an energy of an attack done the 'right way'.

How Done?

Now that you are convinced (I hope) that the only way to correctly open the hole is by using overruns, how are these done, by what units, and in what modes? I prefer to make each overrun with two battalions (therefore taking advantage of the "1 RE or less" combat supply rate) and will use armor units when the target hex is open terrain (to get the x2 attack strength).

Use combat mode for any close-in attacks against stronger positions, but use move mode more often since these units can overrun deeper into the defense and can make more than one attempt at a single hex or against other hexes as the attack progresses. To keep my supply organization straight, I prefer to open the attack with a dedicated panzer division and all the 'Heerestruppen' I can get my hands on-things like AG Battalions and the like.

If I'm playing Owen, I make sure the 100th Flampanzer plays a prominent role in the festivities (he hates those guys and will deploy the entire Soviet airforce hunt them down if I annoy him enough with them-thereby protecting the much more important panzer spearheads).

I allow the breach-making operation to unfold according to circumstances and luck. In the same manner as a cook who throws in a dash of something and then tastes and adjusts, I'll throw out a few critical hip shoots, repeat those which fail on the first try, send in an overrun group or two, do as much damage with them as I can, and select further hip shoot and overrun targets as events unfold.

That way, I can repeatedly hit stubborn defenders (who happen to occupy critical

locations), by-pass targets not worth wasting energy on, and 'discover' the important locations as the attack unfolds-doing it in this way is much easier than trying to identify everything up front before the action begins. This method also has an unnerving effect on the Soviet player who begins to think there is no end to the devastation the Wehrmacht can do as you leisurely pick hexes and destroy them with repeated air raids and overruns.

A successful breach will take as little effort as possible to make, all defending hexes toward the center of the zone should be clear, and defending hexes toward the outside of the zone or in 'back-waters' within the zone (areas that are in a bend of a river, say) are effectively blocked off. Blocking the shoulders of a successful breach will be done by the bottom force in the 'anatomy' diagram. The infantry divisions are best for holding the flanks.

The shoulder forces should not remain static, but should attack where possible outward. These must be viewed as secondary operations and should be reasourced accordingly. Under no circumstances should they detract from the deep exploitation force.

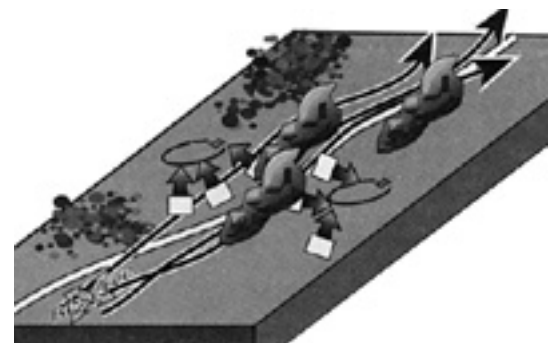
As the breaching operation proceeds, units which are not needed for it automatically begin the exploitation operation. Again, do not wait 'until later'. Do all the exploiting you can during that first movement phase since that is the only phase you can count on to get all these things done without any enemy interference.

Using that phase also frees the player from any mistakes he might make on which units he places into reserve mode. He need not worry if too many units are in reserve mode (and therefore not available if the breaching operation goes awry) or too few (when the breach forms much easier than expected and fewer units can use the exploitation phase). I prefer to keep a number of panzer divisions in reserve mode, with their move mode side up, directly in back of the breaching forces along the main axis road. They are the main effort of the exploitation operation- which automatically makes them the main effort of the entire operation.

Exploitation

As shown at right, exploitation begins during that first movement phase and continues during the later exploitation phase. Each of my assigned panzer divisions has its own goal (usually a city or other location) making up one of the major prongs of the advance. In GB, the best places in the south to assign these divisions are Orel, Kursk, and the area due north of Orel.

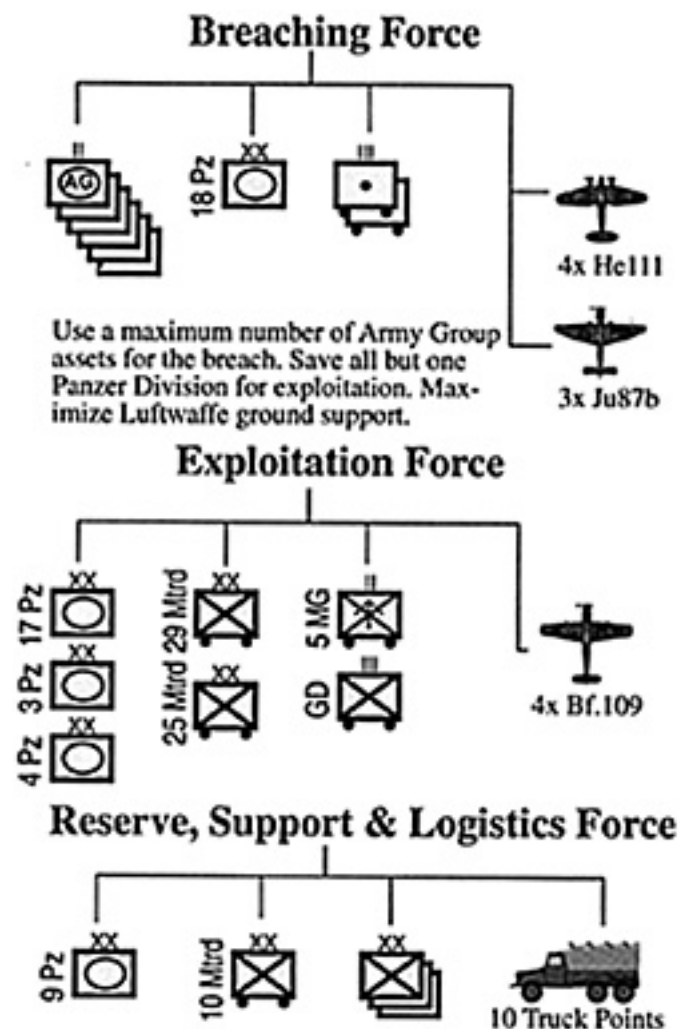
Orel will rapidly turn into the hub of southern German operations. Kursk acts as an excellent blocking position from which to pocket the Soviet 40th Army and threaten



Voronezh. The zone north of Orel allows an option to link up with the spearheads from the north map generating the Bryansk pocket.

Airpower is easily neglected in the exploitation operation since so much of the Luftwaffe will have been grounded by their activities in the initial strikes. Hopefully, however, you have saved the fighter assets. Except for one air unit which must be left to protect each air base, the rest should be placed out in support of the advancing spearheads—spread them out to maximize the protection of your spear-points as well as the fragile columns leading back to your supply heads.

The point of all this exploitation is to burst forth in the "soft underbelly" of the enemy disrupting his supply lines, air fields, and reinforcements. Also, once you have columns roving deeply in his rear areas, the enemy must react to what you are doing—as opposed to furthering his own aims. You will have the initiative and you'll be in a position to dictate terms. And, that's the place you want to be!



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A Playtester's Lament (Part 2)

Guderian's Blitzkrieg

by Owen Fuller

Welcome to "The Abuse Continues," the second of three episodes in the "What I Learned As An Abused Soviet Playtester" saga. The purpose of this article is to bring you up-to-date on the OCS and **Guderian's Blitzkrieg** through the Spring of 1992. However, most of the detailed hints and suggestions for future Soviet players will have to wait until the third and final article. It will not be written until the rules booklets have gone to the printer. That is the only way to be sure that our humble game designer does not make any more changes.

December and January were busy months in Homer, where Dean and I completed an abbreviated fourth in-house playtest game, a two-day fifth playtest, and a half-day playtest of all six teaching scenarios.

Up to now, we have compiled well over eighty hours of actual playing time, and further playtesting has been done by several outside groups. Dean is presently revising the maps and rules based on information from various sources, so additional playtesting is planned.

In the previous article, I outlined the Soviet set-up plan used for the fourth playtest. The major elements of that plan are, for the most part, still valid. However, it will be extensively revised to incorporate lessons learned. One important lesson is that the German player, given time, will find the best way to crack your carefully planned, but very fragile, front line. Therefore, some surprises early in the game are needed to keep him guessing.

While a solid plan for the beginning of the game is essential, you must be willing and able to improvise when your thoughtless German opponent refuses to cooperate. There are several key elements in my plan that must be carried out, but how they unfold will depend very much on what the German player does.

A good plan can also help avoid falling for the type of "smoke and mirrors" feints that a good German player will use (see Dean Essig's articles), but must allow you to react to sudden and unexpected threats to your existence.

What follows is a narrative of the fourth playtest, written from a Soviet point of view. Hopefully this will counter some of the pro-German propaganda previously published [*Ed. Note: Hey!*], and give you an idea of what happens during a playtest session.

Playtest Game Four

The Time: 0800 30 Dec to 1930 31 Dec 91

The Place: The recently remodeled playtest room at The Gamers, a spacious, well-lit, comfortable room with extensive table space, a good stereo system and devoid of both pets and children.

The Players: Dean Essig, the series and game designer, commanded the German forces. The Soviets were controlled by Owen Fuller, an experienced playtester. Both players were intense, experienced and highly skilled. A nasty, no-holds-barred game was anticipated.

0800 Day 1: Owen arrived in Homer, pulled out his multipage coded set-up plan (including color-coded copies of the playtest maps) and deployed his Soviet units. Dean followed with the German units. At this point, Dean and Owen were still civil. Set up for a campaign game will require no more than two hours, if both players are well organized and use unit types rather than historical unit designations.

1045 Day 1: The Weekly Over-Phase of Game Turn One began. It included the start of the Soviet Scorched Earth campaign, along with the first upgrade of the Vyazma air base and an effort to build a record number of hedgehogs. Many complicated operations on both sides were set in motion during those first two Player Turns, and neither player wanted to make a game-losing mistake.

The Germans, as always, began the First Player Turn. In the north, 4th Army remained essentially stationary. Further south, 2nd Panzer Group punched through the Soviet 13th Army. Even though the 13th Army was deployed in a sound and relatively strong manner, it delayed the Panzers only because a large number of posthumous Heroes of the Soviet Union and their equipment acted as speed bumps.

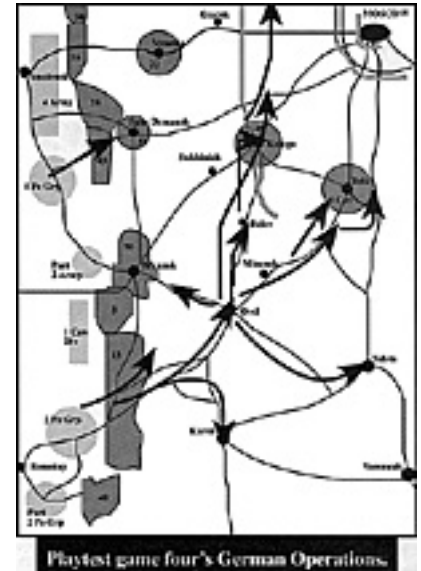
Dean avoided combat by driving around defenders where possible, and no pressure was put on the Soviet 40th Army to the south. This avoided the heavy German losses experienced in previous games, but left many Soviet units alive behind the Panzer spearhead. A German motorcycle battalion (wimps on wheels) entered Kursk, and trucks captured Orel, while a real unit had to end movement just outside the city.

The Luftwaffe began its successful campaign against Soviet air bases and rail lines. IL-2s at Vyazma, the best tactical units in the Red Air Force, were grounded before they could even be used. Several rail lines were broken, which meant that Soviet rail repair units would be very busy. Owen cursed Bf109s and He111s.

[Larger version of map at right \(slower download: 78K\).](#)

As was planned, Owen withdrew to more defensible positions all along the front. In the south, a 40th Army tank brigade recaptured Kursk from the wimps, and the rest of the army rushed back by every means possible to defend the town. Cavalry brigades from 5th Cavalry Corps bashed those nasty German trucks in Orel.

The Front Reserve established a strong position around the Karachev air base. This upset Dean, who expected Owen to leave the back door to Bryansk wide open for his panzers. Defensive preparations at Kaluga, Tula and Voronezh proceeded as planned. Strategic and tactical air units hit exposed German elements with little success, and transports flew supplies in from off-map. Both players pushed supply forward by truck, rail and air.



Dean began the Second Player Turn by moving units towards Spas-Demansk in the north. In the south, a machine gun battalion took the undefended city of Yelets, 17th Panzer Division swung wide behind Kursk, and the bulk of 2nd Panzer Group captured Orel. The Luftwaffe continued their campaign of rail line and air base destruction.

Owen continued to consolidate and strengthen his positions. The movement of mobile units, rail repair units and spare HQs back from the front was to become very important in later weeks. Again, the only air units that were effective were the transports. Owen heaped abuse on both the dice and the Red Air Force. Dean chuckled.

1535 Day 1: Dean and Owen headed to nearby Urbana for a well-deserved burrito break. At this point, they were still marginally civil to each other. It is not recommended, however, that these two be allowed to play within hearing of the general public.

1710 Day 1: The Over-Phase of Game Turn Two began. Owen built or upgraded more hedgehogs (especially in victory point cities), rebuilt a cavalry brigade in Moscow, and upgraded the Vyazma air base.

During the First Player Turn, Dean sent units to within ten hexes (50 miles) of Moscow and Voronezh, in his perpetual and all-too-successful attempt to keep Owen off-balance and upset. The only good news for Owen was that fast German units tend to be weak. Kursk was cut off from Voronezh, but a quick Soviet counterattack reopened the road, although the rail line remained blocked.

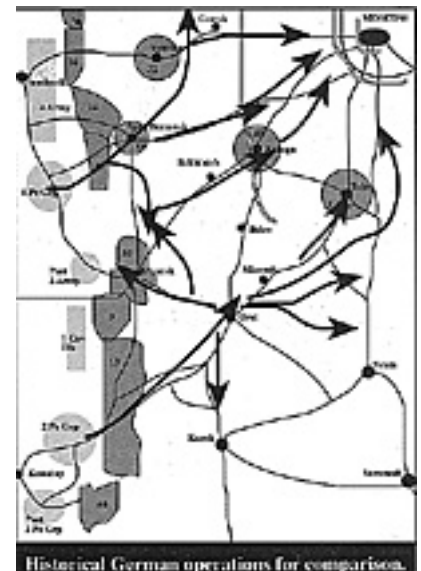
The major Wehrmacht concentration at Orel moved north toward Kaluga and the northern map edge, and northeast towards Tula. Mobile units of 4th Army, including 10th Panzer Division, moved south of Spas-Demansk and north of Vyazma.

Owen transferred his few spare infantry divisions (maybe ten) back from Vyazma and Spas-Demansk to defend Moscow and the northern map edge from Vyazma to the outer Moscow defense zone.

Dean's plan was now obvious: Pocket the entire Soviet front line. Owen hoped Dean was outrunning his supply, but was worried. Transports and strategic bombers flew supply into Karachev, again the most useful effort made by the Red Air Force. Dean later stationed interceptors around Bryansk, making resupply by air much more difficult.

The Second Player Turn almost depressed Owen enough to throw in the towel. Dean pushed hard at Kaluga and Tula. Owen, in a major blunder, left a road unguarded just outside Kaluga through the outer Moscow defense zone. Dean, in an uncharacteristic gesture, thanked Owen. Owen !@#\$%A&*(). Other events became insignificant as three panzer divisions swarmed Kaluga, which was, by now, a level 4 hedgehog with a full stack of combat units and a large supply dump. The Luftwaffe clobbered Kaluga and disorganized the stack. Dean barraged with artillery and caused a single step loss. He then attacked with three panzer divisions, and failed miserably. He couldn't get good odds, failed to roll attacker surprise, and then rolled very low. Owen thanked Dean. Dean !@#\$%A&*(). The remainder of the German turn was overshadowed by the nightmare of the Battle for Kaluga.

[Larger version of map at right \(slower download: 98K\).](#)



Owen consolidated positions and moved supply over the few routes that the Wehrmacht and Luftwaffe had left open.

2045 Day 1: Dean and Owen completed the Weekly OverPhase for Game Turn Three, up to the First Player Determination Segment.

2110 Day 1: Dean and Owen gave up for the evening, retiring to the Essig home. Neither slept well. Dean formed a new strategy in his head as he tossed and turned. Owen awoke at 0200 to jot down his new plan on scrap paper. There was a lot of growling at breakfast. It is a good thing that no other human being was anywhere near the playtest room that second morning. Did we mention that this game gets intense?

0805 Day 2: Game Turn Three continued. Both Dean and Owen needed to move first. Owen won the die roll. Dean pouted.

During the First Player Turn, Owen abandoned some front line units to reduce supply usage in pocketed victory point cities. However, he committed another blunder by moving out of SpasDemansk without a fight.

The defense of Vyazma unfolded as planned, although pressure was mounting. Two infantry divisions from Bryansk moved to Karachev, allowing a cavalry brigade to raid nearby Gemman units with some success. Tula and Kaluga were strengthened against inevitable German assaults. In the Kursk area, including the air base, a small counterattack and minor adjustments in positions were required. Supply continued forward by rail, truck and air.

Dean sent German units to the north map edge, cutting off Moscow from the rest of the map as part of his plan to starve the Soviet front line into surrender. Since Owen pushed a lot of supply up to the front, this would have taken several weeks to show results. Dean may have been closer to his goal than he thought, if he could keep the supply lines blocked.

However, he had problems of his own. His supply lines were stretched thin, his mobile elements were in the forests of the northern mapsheet, and his slow but powerful infantry divisions, who needed to hold ground that the panzers had grabbed, were back near Orel. The Luftwaffe continued to experience success.

Owen attacked several small German units in an attempt to reopen supply lines. He destroyed a couple, which further depressed Dean, but supply movement was still a serious problem.

Dean attacked Karachev and Tula with marginal results, killing a cavalry brigade and an infantry division, but not without loss.

1140 Day 2: Dean and Owen knew from experience where the game was headed, and that there were some fairly serious rules problems, so the decision was made not to continue. The traditional burrito break was declared.

Summary:

The Germans had three weeks of excellent weather and a lot of good die rolls, including at least two excellent supply rolls. Owen had helped with two significant blunders. Except for Kursk Karachev and Voronezh, Dean owned the southern mapsheet, and had pushed a spearhead through Kaluga to the northern map edge.

However, the weather would soon worsen. If the game had continued, Dean would have had serious problems supplying his far-flung units. It would have been difficult, but not impossible, for him to have retained what he had captured until the end of the game.

For the most part, Owen used his set-up plan as it was previously described. The plan succeeded in absorbing a very aggressive German assault, while keeping the Red Army alive (barely) for the first three weeks. However, the Soviet Army was left with the ominous task of retaining or recapturing several victory point cities.

Afterwards, Dean and Owen spent the afternoon eating 'burritos as big as your head', while debating several critical rules. These included overruns, barrage attacks, stacking, rail capacity, off map airlift supply, combat supply, flak ratings, rail line destruction, Soviet mass surrender, and the last-man last-bullet defense. This session resulted in several important rules changes which were tested during the next playtest later the same week.

Playtest Game Five

Rather than discuss the fifth in-house playtest session in detail, let me make a few quick comments before launching off in a new direction.

First, the rules changes mentioned above greatly improved the play of the game. This playtest went much smoother than previous sessions.

Second, Dean also showed up with a multipage plan for the Germans. A brutal and effective initial German assault emphasized that planning does pay off in GB. Third, mistakes can bury an unwary player. There are many subtle interactions contained in the OCS that must be considered, and the quality of play on both sides is very important.

A campaign game between evenly matched players seems to be balanced, but a strong player on either side should be able to soundly defeat a weaker player.

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Putting on the Hun

WWII Gaming Advice

by Dean N. Essig

Note: After much deliberation, a handful of SP and SCS rules have been changed which directly impact the play of this game. See the Individual Game Errata for both SP and the SCS in this issue. The changes to the rules are assumed to be in effect for the purposes of this article.

What I would like to present here is a few ideas for German play in this game. Before beginning, it is a fact that the Soviet player's job is easier and has more resources to apply. Between players of equal ability, the game is easier to win for the Soviet player. Put the better, more aggressive player in the Soviet shoes and he will chew up a weak German.

Has history placed you in a bad position? No doubt. Are you perched on the edge of a cliff? Yup. Skill, however, can make a difference-and that is why we are here. The game awards masterly play-play that is only marginally better will not give major victory levels and it shouldn't.

Rule 1: Set up the Rumanians in strong stacks

Never try to form a thin line covering everything! It is important that each defended location be stacked to the max. Only in that way can you keep the stack alive long enough to make it hurt him-yes, many Rumanians will die for the Reich, but when they do, make sure they have held up the Soviet use of key roads for a few turns.

Rule 2: Initial Operations: Pound 'Out of Supply' Soviets-Run for the Don-Chir line

In the first turn or two, you will discover the quality of your set up. It is also the time when you'll need to damage some of the Soviet armies which start out of supply-so that they won't be so much of a threat later. During the brief time before these armies get under way, you can much to help yourself out later.

Attack as much as possible-a single stack (handled properly) can attack up to three times in a turn. Don't waste a single ounce of power at this early juncture.

While some of the German forces tear apart the out of supply Soviets, all forces north of the Don will be running for their lives. The 11th German corps must move toward the available Don bridges-luckily for them, they have only a limited amount of pressure from the Soviet wolves.

The Rumanians aren't quite as lucky. The important thing to remember is that you must post some of them to die making the escape of others possible. Some will be surrounded and will have no hope of escape won't waste your time and their value by trying to work them out of their problem.

Make them move into even more annoying positions (from the Soviet point of view) even if they must ooze even deeper into Soviet lines (toward the north). Even one of these stacks on a key road line behind a Soviet HQ might stall the entire pincer while they deal with the problem, and every tum counts. The detachment left in contact each turn which is to stall the Soviets must be set up to keep him from being in a position to do overruns. Naturally, these units must attack wherever possible, too.

Rule 3: Hunting HQs

I said in the developer's notes that killing HQs is a good thing. It still is. *[Ed. Note: And with the changes, even better.]* Many have commented that their opponent is too good to leave an HQ out to dry, and that's ok. What you are looking for is the occasional slip up or chance to surround and pop the hex.

If the HQ is too heavily garrisoned to be attacked with hope of success, try to put a useless unit astride the roads that HQ must use to be in supply and to supply other units. The point here is to do all you can to disrupt his pincers and keep the heat off of your real units to allow you some breathing room.

Rule 4: Constitute a Mobile Reserve

After doing what you can in the first couple of tums, take all the mobile forces you can find and develop your mobile reserve. The reserve should be several well placed stacks of units. By well placed, I mean unentangled with enemy units and with access to good road nets. A mobile reserve must never be looked at as a "force in being" and that just having it is good enough. You must use it and use it incessantly.

There serve must zoom out, overrun, attack in the Combat Phase, and zoom back. It should do two attacks and after the second be free to exploit. Exploitation must be used to reconstitute the reserve and put it in a safe place for the next turn. Only in very unusual circumstances should reserves be used to overrun in the Exploitation Phase-usually such actions make the reserve vulnerable to being embroiled in the front and trapped. That is the last thing you want for your reserve.

I take all the mobile troops of the 14th Corps, 51st Corps (yes, I tell Dolf to stick it), and anything else with an exploit tag on it. I try to make a few super stacks (ones with attack strengths of about 12) and put all the weaker units together in two or three unit stacks. The more mobile reserve stacks you have, the more options you'll have available. My favorite position for concentrating the reserve is marked on the map at right ([Larger map \(slower download: 70K\)](#)).



Rule 5: Counterattack like crazy

Many a gamer has commented-seemingly in amazement-that the combat results table favors the attacker. This has to do with my feeling that the player who goes out and *does* something about his situation should be rewarded for doing so-sitting on your hands in an attempt to let the enemy beat himself to death on you and passively hoping to win the game should not be rewarded.

That said, the German player must counterattack like there is no tomorrow. Does this mean a bunch of ill-considered low odds attacks? No, aim for the same good odds you would in any game, that will ensure a decent loss to results ratio-the last thing you want to do is to win the game for the Soviet player by bleeding yourself to death! Naturally, the "favors the attack" cuts both ways. The point is to apply that facet of the game in your favor. If he is reacting to your attacks, he isn't making his own as well as he could.

Rule 6: Guard the river crossing sites and concentrate on the southern Soviet pincer

Salvage what you can from the forces north of the Don and post them at the Don and Chir bridges. It is there you can make your stand. Since he can't overrun across the major rivers, he can only attack a bridge hex once per turn. This is where the Alert Battalions come in handy-to soak off losses at the critical bridge points. Of course, if he keeps pounding the bridge hexes he may eventually get lucky and blow across one. If this happens, use some of your reserves to counterattack. In fact, with a couple of the good German infantry divisions, such as those which show up as reinforcements, you should develop a small reserve specifically for "bridgehead busting." Properly arranged, a bridge line can last the game.

Once the northern Soviet pincer has been bottled up behind the Don-Chir river line, focus all attention on the southern one. An important point to remember here is that the southern one is much weaker than the northern and is also very fragile. Use your reserves to pummel the southern pincer relentlessly.

To quote Sheridan: "Smash them up! Smash them up!" A potentially viable operation for the Rumanian cavalry division and other poor quality fast units is to go back and cut the Soviet contact with entry area D. If you do so, the entire southern pincer will be out of supply until they do something about their problems. It may be a temporary distraction, but each little bit counts.

Rule 7: Keeping losses down and worrying about the 90 unit mark

Far too many players get fixated on that 90 unit mark. They seem to believe if their losses pass up that mark, they have lost. Not so! While after the 90 unit line massive victory is no longer possible, there is no reason to give up hope of a lesser level of victory. This is akin to going to the Olympics and feeling like a total loser because you got the silver medal instead of the gold!

It is difficult to obtain the master's level of play required to win a massive victory with players of equivalent skill, and I find it hard to believe game players would want it easy to achieve.

That said, what can be done to keep losses down so that the German player can win a decent level of victory? Spreading the losses among units and rotation of units into the fray can work for a highly skilled player. The problem with such a strategy is that eventually enough losses will build up and the dam will break giving a large number of losses rapidly. Inviting crummy units to join in on friendly attacks can help maintain the strength of your good units (they get to die if anything goes wrong), but must be managed with great care.

A word must be said about the loss rates in the game. Axis losses occur at a top rate for the first few turns as the Rumanians are rapidly dispatched. That rate of blood flow drops radically after the river line is reached. To do well as the German player, you must extract as many units as possible in the first few turns-anyone trapped on the wrong side of the river will be lost.

Rule 8: Hanging on to Stalingrad

If you are like me, when you play you want to go for all the marbles. Dropping Stalingrad in the Soviet player's lap will permanently exclude massive Victory, regardless of how well you do otherwise. I prefer to put a minimal garrison in each Stalingrad hex (a couple of units each) and use the rest of the 51st Corps to strengthen the flanks north and south of the city. A few units will be able to hang on

for a while if the Soviet player tries to force his way into town; the remaining units will help keep a pocket from forming.

There you have a few more hints on how to play to win as the Germans in **Stalingrad Pocket**. I wish you luck. It is not an easy task to pull off a big win as the Germans in the game and it isn't supposed to be. It also isn't impossible for the skilled player.

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Dynamiting Bridges:

An OCS Variant

by Dean N. Essig

A few gamers expressed concern that they were unable to blow (and, I suppose, repair) bridges in the basic OCS series rules. For them, the following is a quick variant which will add that capability. Personally, I prefer not to play with this added thing to worry about, but if you want it, have at it.

Blowing Bridges

Any combat unit of 1 RE or more in Combat Mode can blow bridges. Bridge blowing occurs as a part of any phase allowing friendly movement. To blow a bridge, the blowing unit must move through the bridge hexside, pay an additional movement point (+1) and declare the bridge blown. Mark the blown bridge in any convenient manner. (I prefer red KT-X markers for this purpose.) Blown bridges effectively do not exist for any purpose.

Rebuilding Blown Bridges

To rebuild a blown bridge, a player must have a friendly engineer capable unit adjacent to the bridge's hexside in Combat Mode at the beginning of the friendly Movement Phase. The player announces his intention to rebuild the bridge, expends 1T, and removes whatever marker was used to show the bridge's blown status. The bridge is then free for use by either player. A player may not build bridges in this manner where no blown bridge exists.

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InBrief

Editorial

by Dean N. Essig

By the time you read this, I will be back from my left hand's reconstruction. The surgery is scheduled for the 16th of November and I'll be in the hospital about a week. I would like to thank the many of you who wrote, called, or faxed your concern and especially the customers we have near Mayo who both helped out with my trip up there and made the tedium go away. Thanks to all of you!

It took all of four months for **Stalingrad Pocket** to sell out. CB is well on its way, too. This brings up the touchy issue of reprints. I decided to go ahead and reprint SP as I felt that not doing so would be foolish since the game did so well for us. GB will probably get the same treatment when its time comes and we will be upping our print runs to 5,000 next year.

Many game players seem to think that if a game sells out in a year (say) that it sold in a roughly equal fashion throughout that period. That is just not so. In the case of our games, we ship roughly 1500 copies in the first few days of the release and sales drop off dramatically from that point on. SP was different due to strong re-order activity after release.

The danger in doing a reprint is that, for a price almost the same as the initial run, I get to fill my warehouse with unsold inventory. Instead of a 1500 game burst right off the bat to pay the production bills, those bills must be paid for by a limited number of back orders and taken strictly out of our limited cash reserves-or in the form of bank debt. None of these are *good* ways to go. In the case of SP and GB, I feel the risk is worth it. Generally speaking, it isn't.

In the next issue, I'll again let you in on all of our production and sales figures so you can see where we are and I can let you in on where we are headed. This was done a year ago this issue, but I want to wait till next time so that all the numbers are in for 1992. Comparison figures for all previous years will also be listed.

Omaha Reports

I am now swamped with **Omaha** reports. These are descriptions of play of that game by folks looking to get into the Omaha Beach Club. Each is quite long and detailed.

My original intention was to publish all of these here, but now it seems I'd have to start another mag just for them! I want to thank all who submitted these reports and will publish them as space becomes available right now it's pretty tight and especially such long articles.

We have started a new service-it is our counter copying service. Many have requested that we put copies of our counters in each game's rulebook so that its available for checking for lost units, etc. A worthwhile goal. However, the four-color counter printing techniques we are doing make an adequate copy difficult to make and read for general printing purposes. For those who really want them, however, we can supply photocopies of counters (\$5 per game plus shipping). These copies aren't the greatest, but they can get the job done for those who want them.

Starting with this issue, we will be helping to promote Origins '93. After this year's show, we must all pull together to help the con to go on and not lose its identity as a **wargame** convention. If you have never been to an Origins, I encourage you to go. If you went this year and were disappointed, please consider attending in 1993. We will also be opening up our in-house retreat to the general public next year (by pre-registration only). More on that later.

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OutBrief

Cranking Up the Band

by Dean N. Essig

Sometimes you just can't figure out this industry. One of the traits of some game companies is the "band wagon" approach to marketing. The band wagon is a cattle heard mentality applied to wargame production. I suspect this sort of thinking afflicts companies of other industries too, but my experience is limited to the three-ring circus we know and love as the wargame industry.

In the five short years we have been in business we have watched no fewer than three band wagons go by-and a forth seems to be cranking up its organ. Dave and I laugh whenever the herd goes charging off in one direction or another-it's funny to watch.

Whenever a game does well (it seems), some companies seem examine it with a quick uninformed glance to come up with the "reason" for its success. The reason seems always to be a simplistic expression of what the game is-they never seem to grasp that it might be things like conditions at the time of release, or maybe-just maybe-it was that the game was actually good. At any rate, with the key "reason" in hand, they will proceed to flood the market with barely playable attempts to tap into the same vein of success. Naturally, the flood will not match the initial success and they will be ripe for another "hit" to redirect their thinking.

So what "band wagons" have we had to endure in the few short years we have been in business? Let's see, how about the Intro game, Card game, and Ancients crazes?

Intro Game Band Wagon

The Intro game wagon began because a simplistic analysis of the fact that gamers have less time on their hands now and the fact that so many bad games in the late 80's literally drove off game players and new blood had to be found to replace them. The solution to both problems was to make games dedicated to the beginner and the old hand would be able to play them in the limited amounts of time available.

Wrong! The games were too simplistic to hold the interest of the demanding vet and marketing these games in traditional game outlets did not expose them to the expected flood of newcomers. The correct solution was the "simple, not simplistic" approach of Stalingrad Pocket. By the time that game appeared, the intro band wagon

had gone bust.

Card Game Band Wagon

The card game band wagon died a pretty quick death because it is so hard to create a good card game and the production of such games isn't exactly child's play. With the notable exceptions of a few excellent GMT products, the card game craze came and went with **Modern Naval Battles** in 1989. 3W attempted to keep the band wagon going with follow-on **MNB** games which, I understand, got progressively worse. 3W even announced a new "card game division" for its "SPI of the West" structure. Then it hit the coral reef.

Ancients Game Band Wagon

The latest fad was the ancients craze. This one was based on the usual 50-gamer feedback on "what haven't you seen lately" in an attempt to get something different. After a slew of magazine and boxed games, the gamers I know are starting to say "Oh yeah, that's why I didn't like ancients games..."

If you happen to like ancients games (or any of the others listed above), no offense intended-the point here has nothing to do with the topic, but rather of the cattle mentality of the producers. To their great credit, I can think of no time when Clash of Arms fell for the band wagon line of BS. Others should be as smart as those great guys!

So, what's next? Well, after the success of **Stalingrad Pocket** and **Guderian's Blitzkrieg** (as well as Rhino's **Stalingrad**), a betting man would say we're looking down the barrel of the Eastern Front band wagon. A slew of Eastern Front games are on for production next year and more are on the way. This after years of complete neglect. I even had one distributor tell me to get on the band wagon while it was still hot...

The funny thing is that the games which initiate a band wagon obtain most of the benefits the "band wagoners" (BWs) are looking for. The problem is the superficial analysis of the BWs. They look at **SP** and **GB** and decide that "the eastern front is the key."

Wrong! The key is solid, well thought out, fun games. Naturally, they will be completely baffled by the low sales of their quickie tap-in effort. The failure of the piece-of junk "sequels" will, of course, cause them to announce to the world that "the eastern front doesn't sell" which will kill both the band wagon and that topic for years to come-until the next band wagon scoops it up. I prefer to remain completely away from this silliness and will, instead, continue to publish good solid games on topics we find of interest-regardless of the opinion of the band wagon thinkers.

C'mon are producers so unable to pick up on the fact that good, honest, solid games at a decent price sell? That it isn't the topic, complexity, gimmickry, or color of the box? Time to crank up the band again!

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Up&Coming

New Releases

by Dean N. Essig

I have worked up a new four-per-year production schedule which will put out that many games per year as well as maintain what little is left of my sanity. Project dates below have been changed to conform to the new schedule. I am going to attempt to release both **Austerlitz** and **Afrika** for Origins (June in schedule-speak), otherwise the standard schedule will be used.

Projects at this Time...

Thunder at the Crossroads II

CWB#2. March 1993. Designer: Dave Powell. \$32.00

Austerlitz

NBS #1. June 1993. Designer: Dave Powell. \$36.00

Afrika

SCS #2. June 1993. Designer: Dean Essig. \$22.00 This is a map and a half, 280 counter SCS treatment of the war in North Africa, Sept 40 through Dec 42. It should not be confused with the five-map magnum opus OCS game which is still on the back burner.

Matinikau

TCS. #4 Nov 1993 Designer: Sam Simons. \$34.00 Attacks of the Marines in November 1942 around the Matinikau River, Guadalcanal. Check out the proposed TCS changes in this issue and let me know what you think-the 3rd Edition rules will be in this game.

In Development...

These games have physically arrived on our door step and will be integrated into the

publication schedule as soon as we can give them a thorough going over. None have a date yet, but are closer than those listed in The Backburner.

The Seven Days

CWB. Designer: Dave Powell. The first of these three linkable games should make it on the schedule for 1994. Look for about one per year. Each has three maps and a common countersheet and a half. The Battle of Seven Pines will be included (since nothing else happened in that map zone...).

Hunters from the Sky

TCS. Designer: Wig Graves. The Battle for the Malene Airfield, Crete. This will be the next TCS release after Matinikau.

Black Wednesday: The Battle of Krasni Bor

TCS. Designer: David Friedrichs. The defense of the Spanish Blue Division against the usual Soviet onslaught.

Arracourt

TCS. Designer: James Meldrum.

The Back Burner... (None have a date yet)

The games below are "in the works" any of them may be potential releases in the next few years. It is only provided as information for your use. As these games are finished, they will be assigned publication dates in the year after acceptance- if a date is available. Given our 4 per year schedule, it may be a while before any particular one of these see' s the light of day.

A Frozen Hell

TCS. Designer: Al Wambold. A battle in the Russo-Finnish War, 1940. Specifically, the Battle of Tolvajarvi, December, 1939. Al's got this in something of a final form, I'm looking for submission any day now.

Yom Kippur

SCS. Designer Al Sandrik. The Battle for the Sinai, 1973 Al S. got sidetracked by Hurricane Andrew (he works at the National Hurricane Center) . When he gets everything back in order, he'll get back to it.

April's Harvest

CWB. Designer: Al Wambold. Shiloh. Bakka Valley

TCS: Modern Expansion

Designer: Al Sandrik. Syrians vs. Israelis, 1982.

Atlanta

CWB. Designer John Gilmer, Jr.

North Africa

OCS. Designer: Dean N. Essig. This game would cover the entire campaign in North Africa on five maps, 1940 until early 1943. If you are interested in helping with the research on this one, let me know, all areas are open. Richard Berg's CNA game cannot be used as a source, though.

The Grossdeutschland at War

TCS. Designer: Wig Graves. This would be a short sub-series of games covering the GD from France, 1940 until the end of the war. It would show the development of the unit and the types of actions it fought during the years it spent on the Eastern Front and the Battle to protect the Sedan bridgehead in France.

Cedar Creek

CWB. Designer: Jerry White. This game descended with a thump on our mail box a few days ago. At first glance there are a few things that need to be reworked so as to be more in-line with the series' standards. Other than that, a fine first effort.

Hube's Pocket

OCS. Designer: David Friedrichs. This will be an OCS game covering the battles of the 1st Panzer Army to save itself in February, 1944. The battle for the Korsun Pocket will also be included in this action, but by itself it is quite small.

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Letters

On criticism, interest rekindled forest modifiers, and design complexity

by the readers

On Criticism

The letters column of *Operations #5* was rather interesting. No matter how many times I've seen it, I still find shocking the sort of dogmatism displayed in Mr. Pond's letter and indicated by such phrases as "correct solution to the problems," and "had long ago been considered and solved..."

For many of us, the *pursuit* of knowledge and understanding is more important than their *attainment*, and a willingness to consider carefully other points of view is essential. If Mr. Pond carefully considered CWB's forest effects, or Mr. Powell's article in *OPS #1*, OR his prior conversation with Mr. Blankenship, OR his own position on the matter, it is not evident in his "very compelling" letter (as Mr. Blankenship was kind enough to characterize it; I would say, rather, that Mr. Pond is exactly the sort of writer for whom it should be illegal to own a thesaurus). Still, Mr. Pond is entitled to his opinion. I remind him only that it is and *opinion*.

I'd like to commend you for your insight into the forest matter and for daring to break with tradition. I would like to share with you two paragraphs that have become among my favorite quotes. Immanuel Velikovsky, who knew his share of "scholarly" criticism, said in the closing remarks of an address to the Princeton Graduate College Forum in 1953:

All the fruitful ideas have been conceived in the minds of the nonconformists, for whom the known was still unknown, and who often went back to begin where others passed by, sure of their way. The truth of today was the heresy of yesterday.

Imagination coupled with skepticism and an ability to wonder-if you possess these, bountiful nature will hand you some of the secrets out of her inexhaustible store. The pleasure you will experience in discovering truth will repay you for your work; don't expect other compensation, because it may not come. Yet dare.

Keep the faith. You are not alone.

-S. Vance
Battle Creek, MI

Interest Rekindled

Twelve years ago I quit wargaming in disgust over the state of the wargaming industry. Mainly it was over the lack of direction most of the companies seemed to have had and the utter disdain with which they treated their customers. Since an invite to a PBM **Diplomacy** game, I have rekindled my interest in wargaming. I took some time to become reacquainted with the industry and would like to express some concerns.

Last week I attended Gen Con/Origins '92 and was rather dismayed by what I foresee as a lack of direction by the industry. Yes everyone has jumped on the role-playing band wagon and the number of them overwhelms me. But the lack of true marketing by everyone frightens me. In my closet are numerous SPI games collecting dust for lack of opponents, lost interest, and lack of errata. They are monuments to a lost industry giant. Yet SPI may soon have companions. Simply stated, where is the industry going? Every booth was showing off its latest gem and ignoring the novice gamer completely.

Though there are entry level games available, no one wants to waste his time talking to the novice. That was readily apparent to my companions, all of whom are novices. While I could hold the conversation of the representatives in the booths, my companions were usually cut short for "more interesting" talk. If our hobby is to continue, we must attract new people to expand the horizons and provide sales growth.

The whole experience seemed to reflect that everyone is trying to imitate a certain company and its absolute rules for the adult games market. There are magazines for just about every major game company. And all they seem to provide is propaganda for their product line. This is done by limiting topics to only new and more advanced scenarios or play-by-play articles that only the most experienced gamers in the field can understand. One of my companions summed up her confusion with "How do you know what to buy?"

What does make a magazine different from the other propaganda sheets? Is it that it has a games rating chart which includes the competition's products? Remember most of the articles are about its games and thusly the readers have a bias. How do they distribute the magazine to the casual or first-time buyer? Do they still have to walk into a hobby shop that happens to carry that magazine or line of games, or through word of mouth? What is there to attract the first-time buyer? Where does the parent

company see itself in five or ten years? Am I confused about the purpose of the magazine? Is the magazine supposed to introduce me to the games or vice versa? Is the SPI cycle to be repeated indefinitely?

Most companies know the type of games they want to produce, but most are produced without any fanfare except through the "house magazine". Who learns about a new game other than devoted fans and overburdened dealers who have to trim inventory somewhere. Understandably, some companies do wish to limit their size and market penetration, but how long can a "niche market" industry survive?

If there is to be involvement of new people to the hobby then there should be something to attract them. Yet I see no marketing done on a major scale (except for a certain fantasy roleplaying game) or information of any type available outside of game stores. Does literature or services exist that one can learn of and about the industry? I am talking about the novice here, not an old warhorse like myself who knows enough to begin again.

-M. Shanovich
Appleton, WI

Forest Modifiers

Since your company is new to me. I just learned about the woods modifier controversy within your Civil War game system. Hopefully, you can take one more opinion. [*Ed . Note: Sure, he says, gripping the axe handle tighter and gritting his teeth...*]

Fire combat during the Civil War was still based on the "massed fire" principle. Normally, the "attacking" side would march at the "defending" side, with the defender beginning to fire at some point. The attacker would, when casualties began to mount, decide it must stop closing the gap between the forces and either charge (close combat) or begin to return fire. Depending on the terrain, that distance could vary. Even in "open" terrain, there would be ravines, gullies, fences, stonewalls, and the like which would allow the attacker to get close to the defender without taking "excessive" casualties.

The few cases where there were a high percentage of casualties in a short amount of time in fire combat, there were either two "high morale" brigades in open terrain (such as Brawner's Farm), or one side was outnumbered, unsupported, and flanked. Therefore, I don't believe the amount of casualties in the various battles will give any meaningful numbers in determining the effect of forest/woods.

The difference I see between "forest" terrain and "open" terrain is that it was extremely difficult to keep a formation together in the forest. Yes enemy units would fight at a smaller distances apart, but such battles would either become melees (and

fall under the Close Combat rule) or fire combat between individuals, each seeking his own cover. Any massed fire would be in "open fields" within the forest. Therefore, any small-arms fire in a true forested hex would be at a slower rate with the target partially protected. As for artillery, most artillery would be sent to the rear because artillery was ineffective in the woods.

I believe the best way to simulate fire combat in forest hexes is to shift one column in the defender's favor (left) whenever the **firing** unit is in a forest hex. This rule will also lessen any tendency for units to form just inside the woods to fire into "open" terrain, which I also believe to be unrealistic.

*C. Andrews
Bristol, RI*

Design Complexity

Bravo to the views expressed by Mr. Leggat and Mr. Demko in *OPS #6*! Each expressed very eloquently the view that complexity of systems is not required for a challenging simulation. This reality has guided my wargaming for many years, but especially in recent years where age has increased and available time has radically decreased.

My wargaming began with **Gettysburg** (the 1958 version), proceeding through the AH classics, *S&T*, *SPI*, and up to today's plethora of companies, titles, and personalities. In those early days, most games were played. There were fewer games, yes, but they were also easier to learn and easier to relearn and replay. The technical advances of today are marvelous-graphics, counters, maps. Rules, on the other hand, have gone berserk-both in regard to inclusions (subsystems and chrome) and exclusions (read here "errata"). The industry appears to have encouraged the layering of detail for detail's sake, creating incredible complexity in the name of realism or simulation.

How many games gather dust on the shelves because the rules look like the Federal Register or the IRS Code? Many designers must believe that more is inherently better-representing more accurate data, greater information, and therefore a necessarily superior product. Sometimes consumers do; often they do not.

Here, I must admit my guilt. On my shelves too, rest numerous games I have purchased with knowledge they will never be played. I agree wholeheartedly with Mr. Demko's suggestion that a game should be played against the opponent-not against the rules. In fact, that is one reason I purchased **Stalingrad Pocket**.

Mr. Leggat's comments on Panzergruppe Guderian and **Napoleon's Last Battles-Napoleon at Waterloo** are directly on point. The "complexity" of a game should be in its situation, the strategies, the tactical challenges and options-not in the rules.

Correct complexity gives players the ability to concentrate on the game rather than on a host of detailed sequences and subsystems. Such a game can be played more often, providing players the opportunity to try different strategies or play different sides. A game is not "simple" or simplistic because the rules are short or straightforward. Imagine-a game which one can easily play over several days because the rules can be remembered from day to day!

Panzergruppe Guderian and its progeny are one example of an adaptable system that can cover many situations well, while maintaining a basic structure that allows a player to delve into many games with a minimum of study. See much errata for these games? **Kharkov, Cobra, the Ardennes Quad**-all solid games. Even **Drive on Stalingrad** (with the errata) is a manageable game because the basic system is sound. I played **Case Green** by teaching the rules to my opponent (an experienced gamer) in about ten minutes. Could that be done with **Trajan, Chad, Franco-Prussian War** or a host of other games?

Napoleon's Last Battles is another one of the great designs, which, in my opinion, has not had enough offspring. Many more Napoleonic battles could be treated with this system. I played **Vittoria** because of its **Napoleon at Waterloo** character. Will I ever play the companion game **Freidland**, probably not-needless complexity. I even bought a new game recently when someone described it as "Napoleon's Last Battles goes to." I knew I could get into the game without days of study.

Is it a surprise that TSR republished **Napoleon's Last Battles, Cobra, Drive on Stalingrad**, and the **Ardennes Quad**? No, because these are solid, playable games. Yes, they also reissued the far more complex **Wellington's Victory** and **Terrible Swift Sword**, but these too, although not my personal preference, have a following and they work in playing as games.

This is not to suggest that recent years have been devoid of elegant and playable games. The **Battles for North Africa** series has generally followed this rule, although working better in the more fluid situations of **Decision at Kasserine, O'Connor's Offensive**, and **Bloody Keren**. The vast difficulties with **Race to Tunis** were not from flaws in the basic system. Similarly, the system of **Monty's D-Day** and **Warsaw Rising** added innovation without unmanageable complexity.

Let me not suggest that designers must only serve my constituency. Certainly those gamers who desire incredible complexity should be given their due. However, the industry should not fall into the trap of believing that such complexity is the necessary way to go, or that simpler systems cannot simulate. Designing a good game simulation with simpler rules is far more difficult than adding complexity or volumes of rules to solve design problems. Adding more words to explain is far easier than editing to reach a succinct result.

Simple to play does not mean "introductory". Keep up the good work with the SCS

system.

*-W. Kominers
Bethesda, MD*

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Errata and Q&A:

Civil War Brigade Series

by Dean N. Essig

Q&A

In August Fury, scenario 5, assume the Confederate cavalry occupies Haymarket by 7:00pm, August 28, and Ricketts, 213v, etc. arrive at Entry Hex A. Ricketts can't follow orders and move along the road to Gainesville. He has no attack order and can't use initiative until 9:00pm at the earliest. What can (should) he do within the context of the Command Rules?

Then, 2/3v must move to Gainesville via the best available overland route and follows the remainder of its instructions.

Must an infantry unit cross bridges in column? This gets very bloody when I try to force a river crossing, such as with Burnside at Antietam!

That is correct. In fact, the rules covering crossing in column, via bridge, getting fired upon, and changing formation were designed with forced-crossings in mind, specifically using Burnside's example at Antietam.

When firing at two hex range and the LOS is being traced along the hexside between a hex of blocking terrain and one that doesn't block, is the LOS clear or blocked?

In such cases the LOS is clear. This is specifically mentioned in the 2nd Edition. (Ignored, of course, in the first.) A close look at this will reveal an exception to our more general ruling that the defender gets the benefit of a doubt. Such is life, but we want the rule to read as above.

When rolling for initiative for divisional goals, do I use the initiative points of the division commander or those of the corps commander?

Actually, you can use either-either the division commander is getting initiative to tell himself to do something or the corps commander is getting initiative to tell the division commander to do something. While you can use either leader, you may never use both at once. It is best to select the one you want to use and roll for him alone until you get the desired initiative or decide not to get it.

Are the slope extreme slopefire modifiers applied when fire is at 2 hex range (or more) and the distance crosses two or more separate elevation changes uphill?

As long as the elevation requirement of the slope benefit is fulfilled (i.e. firer is lower than target), the modifier applies regardless of range.

Errata

1-01 In their Quiet Fields, 2nd Edition

1. M/DM12 should be M/DH/2 on the counter.
2. 1/3/2 and 2/3/2 are overstacked in the initial set up. Place 1/3/2 in any adjacent hex.
3. A number of Loss Charts were shipped which were improperly printed. If you do not have both Union and Confederate Loss Charts (printed on one big sheet in the 2nd Ed), let us know and we will replace your sheet with a correct one.
4. The Union artillery west of the Antietam violates the 2nd Ed CWB rule regarding artillery supply trains along roads. All Union artillery units west of the Antitam can fire at full strength if they can trace a path to the Union Supply Train of any length along hexes the artillery could move through.

1-03 August Fury

1. If for any reason a newly arriving unit finds its entry area blocked by enemy forces, it may appear, one turn later, at the closest unblocked map edge hex, in any formation desired.
2. The CSA RW Supply arrives at 9:00 a.m., the 29th, at area A.
3. Remove the 3v Supply wagon from both Scenano 2 and 6 set ups. The wagon enters at 5:00 a.m. on the 29th with McDowell which is the first turn of both scenarios and does not begin on the map.
4. H/Cav should be listed as part of the option which includes Hill's Provisional Corps.
5. Hatch is allowed to stack with the artillery with his division as if it were one of his brigades in the set up. He must move to one of his brigades when play begins.
6. In scenario 5, the 3v Supply wagon is on the Arrival Schedule--the set up is correct.

1-04 Barren Victory

1. There are two Entry Area Fs on the map. The one on the North map edge should be a G. There are supposed to be two Entry Area Gs.
2. The Ammo and Casualty tracks for both sides were se up from 1 to 10

- instead of 0 to 9. Please use the 10 as the 0. 3. The use of Kershaw and McLaws is not explained. McLaws is an optional unit for use when the "rest of M/1" variant is used. Kershaw is the normal commander of M/1. When the regular reinforcements of M/1 come on the map he is their commander. When the option is used, ignore Kershaw and bring on McLaws instead.
4. The example of forest in the terrain key was omitted. What the forest symbol looks like should be obvious. The use of the words forest and woods in the Terrain notes of the exclusive rules was unfortunate please read woods as open.
 5. The dice rolls given as examples in the rules for Lee and Johnston to bypass Wing Structure are incorrect. Johnston needs 11+, Lee needs 9+. The number listed for Bragg (12) is correct.
 6. The two optional Reserve Corps Batteries-Rb(5), Rb(2) should be omitted when setting up the game. Where the set up calls for "Reserve Corps, all" it is too easy to forget that these two batteries are optional and should not be set up. Be sure to keep them with the optionals.
 7. The reference to "5" in 4.2f should be to 4.2e.
 8. When the Union Army panics, the center of the "zone of rout" is measured from Rosecrans himself, and his HQ.

1-05 Bloody Roads South

1. The following rules should be added to those already marked Optional: 1.2c and 3.1d. As a further option, if 3.1d is used, do not apply it to those Union leaders listed in 3-1B which are capable of issuing themselves attack orders.
2. The Off-Map mvt hex for the Rebs should be A201, not A1.01
3. The Divisional Goal listed for 3/5 in Scenario 3 also applies in 4 and 5.
4. 3.1a & 3.1b are not meant to imply that Grant cannot issue orders to division commanders. He can if he wants to, and this would be done with the same column shift on the Acceptance Table as if the receiver was a corps commander.
5. 3.1c: A sentence is incorrect as written. The sentence beginning: "Union corps no longer need to check for *acceptance* themselves..." should read "Union corps no longer need to check for *Corps Attack Stoppage* themselves..."
6. In Strategic Victory determination, The Brock Crossing should be worth 2 VPs to either side, not just the Confederates. In Tactical Victory determination, "Every 100 enemy casualties" should be "Every 100 enemy Strength Points lost".
7. Add to 1.2f: "Wilderness hexes are negated for straggler recovery purposes if they contain or are adjacent to trails, roads, railroads, or open terrain features."

1-06 Perryville

1. The Chaplin River is missing its center dark blue line. It is a river in game terms- not a stream or a third kind of feature.

2. Our laser printer lopped off the furthest tight loss chart boxes for a few units in their C fire level. Each of the following brigades should have three boxes following the lonely "C" on the Loss Charts:

Confederate: I-M-Ky

Union: 34-10-1, 3-1-3, 36-11-3, and 37-11-3

1-07 Embrace An Angry Wind

1. On the Union Order of Amvals on the back of the rule book, order number 4 (unlisted) is "Rejoin Corps."
2. As in Perryville, the Panic and Status rules are not used in this game.
3. On the Confederate Order of Arrival, the last two entries (10:00pm and 10:30pm) should both be listed as AM amvals (10:00am and 10:30am respectively).

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Errata and Q&A:

Tactical Combat Series

by Dean N. Essig

Q&A

I roll to get permission to fire overwatch and get it. Do I have to re-roll in the next hex entered by the enemy if I defer to fire in the first hex or do I retain the permission to fire?

No, you must re-roll each time. The permission to fire is transient and only is in place for the hex which was rolled for. Beyond the narrow description of its name, permission also is the effect of minor LOS problems (too small to be on the map) and some target recognition stuff. In effect, it is a minor league spotting roll.

Suppose I am calling for fire at 9:00 am and the CFD is 2 so the fires arrive at 9:40. Am I allowed to callfire again in the 9:20 turn (for fires at 10:00) or do I have to wait until the 9:40 fire arrives?

No, you don't have to wait for a mission which is working its way through a called fire delay to actually happen before you can call other fires from the same battery (assuming the CFD hasn't changed). The missions will fire in the correct order and the guns will not be doing any extra firing. The fire orders are merely moving through the system at a slow rate. An easy way to envision this would be a battery several kilometers away is to fire, but the only way to tell it to do so is to send an aged bicycle messenger to tell them.

This stalwart 75-year-old hops on his bicycle and takes off (after a fashion). Twenty minutes later, you notice another good target. The first mission hasn't arrived yet (the messenger is still on his way) but you can easily dispatch another messenger (presumably of the same "Tour de France" caliber) to request another mission. This is a bit of an exaggeration (of course) but it shows what is going on in an obvious manner.

Does it make a difference whether the unit being destroyed is a platoon or a section for the +2 Company Morale modifier?

In this case (with the 2nd Ed rules), 9. It must be interpreted literally (the mention on

the Area Fire Table is more vague). Only platoons destroyed on the Area Fire Table get this modification to company morale. In the 3rd Edition, we will be adding a +1 modifier for section sized units which are lost in this manner.

In the Shingle rules in Omaha I have the following questions: Does the shingle only affect fires from non-adjacent hexes (this is implied, but not explicitly stated)? Also, in the example, does Unit 2 really get the shingle modifier in the top example? It certainly doesn't look as though it should.

Yes, the shingle effects are only applied to fires coming from nonadjacent hexes, regardless of being across the shingle or not. The reason for the diagram's #2 unit to be hindered by the shingle and why it "looks" wrong is because the shingle is being forced into the hex grid. This creates corners and whatnot in the shingle which do not exist on the beach. The shingle is parallel to the waterfront without any zigs or zags. In short, #2 is there to show that units may not take advantage of any optical illusions generated by the hex grid.

Errata

2-01 Bloody 110th

1. Add the 38th PzJg Bn (all) to the Historical Order of Arrival to the other units arriving at 0200, 17 Dec 44. That the 273 Flak did not enter the map is correct, and it should not be on the Order of Arrival.
2. Only one German Bridge may be built during the game. If a bridge allows the use of Areas 3 and 4, the player need not wait to reduce Hosingen before using Area 3 when the bridge is up. Hosingen only makes units wait which are trying to enter Areas 4 or 5.
3. 2 PG Regimental troops, 2x Gw38(t), enter with 2/2PG in the Historical Order of Arrival.
4. One 38th Pioneer Platoon was printed without a morale. It has the same morale as the others in its company (5).

2-02 Objective Schmidt

1. Teaching Scenerio 4, Forward Observer, ignore the portion of the US Victory Condition that calls for occupation of all of Vossenack.
2. Scenario 3 Ignore the German 150mm Artillery ammo supply. It is not needed.
3. Scenario 5 Under German Artillery Available, 1/843 should instead be the 1/4/89.
4. The German Fus/275th should have morale boxes for each company, 1 through 4, instead of just one box for battalion.
5. D/86 Chem Mortars should not be on the Order of Arrival-it sets up at start.
6. American Variable Reinforcement Schedule result number 5 should include

C Company, 20th Engineers.

2-03 Omaha

Counters

1. The Panzer Lehr Mk V's should have a defense of 4 and movement of 18.
2. One mortar platoon in each of 4/1/915 and M/3/116 is incorrect on the back-they should read A A 4.
3. An MG section in H/2/18 is incorrect on the back-should read A A 5.
4. The M3 in D/745 with A A 6 on the back should read the same as the other M3's.
5. One of the Recon platoons in the 1st ID Recon Company is listed as A B on the back, should be A A.

Rules

1. Scenario 9 list Panzer Lehr's artillery as 105mm, it should be 150mm and the ammo for the Germans should also be that type.
2. Add the following to the German Variable Reinforcement Table in scenario 1: The dice roll result of 5-6 on the Reinforcement Table should read 1,'352 PJ or 2/352 PJ.' The German player has his choice of one of these units, if one is already in play, he puts the other i on a later roll of 5 or 6.
3. Pill Boxes are never considered dug in for terrain effects. All the Pill Boxes on maps A and B are used when determining the survival roll modifier. Pill Boxes do not get the benefit of "being stacked with infantry" on the AT Roll Table-unless an actual infantry unit is present in the pillbox's hex.
4. Fortified ZOC effect and other terrain effects are cumulative. The modifier for terrain on a pill box in the open should be 0. Note that PB's are not considered AT Guns for terrain effects-they act like immobile tanks.
5. Artillery VJ Rocket Pits the Artillery vs Point Target Table. Rocket pits are assumed to have a defense rating of more than 2 and no modifier is applied for the reason of "weak defense."
6. LCT(R) fires whose center hex drifts off-map or into the sea are lost and of no effect. There is no effect for the "edge" of a rocket fire which a player might argue is still on the beach. If it goes out to sea, it is lost. Let's keep it simple.
7. PB squads are considered dug in-in the hex their Pill Box was located-if they are in fire mode. If they move from the hex, they lose that status.
8. The Shingle modifier (-2) is *in addition*to the number terrain effects of the hex that the target is in-i.e. open
9. AT Rolls against Pill Boxes at range one are IGSS are allowed, Range two is not.
10. Leaders land with any of their own units. CO 1/16 lands with units of 1/16, CO16 RCT would land with any unit of the 16 RCT, etc. Note the

restrictions on which leaders are allowed to make up the pool on page 7. In the one map scenarios, divide the number of leaders to be selected by 2, round up.

11. Change the headings of the Pill Boxes Remaining Modifier when playing one map landing scenarios, we use the following:

Existing Headings	0-5	6-13	14-20	21 or more
Scenario 3	0-2	3-5	6-8	9 or more
Scenario 4	0-3	4-8	9-12	13 or more

12. The Variable Reinforcement Table for Scenario 2 has two places where a roll of 9 would end up. The dice rolls for each table position shall be 2-9, 10, 11-12.

13. The "1st Flak Corps" mentioned in the German Order of Battle should be read as the 1st Flak Regiment, 3rd Flak Corp.

3-01 Force Eagle's War

- Two of 2/E's ITV's were printed with the same info on the front and back. The backs of these units should read P B 15, like the others.
- Modern Expansion rule 3.3c is in error. The T-80 may fire an AT-8 or its main gun during a single fire--never both--and the dual system does not free it from the standard "one shot per unit rule."

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Errata and Q&A:

Operational Combat Series

by Dean N. Essig

Q&A

On the Attrition Table, the +1 modifier says "more than 2 REs but less than 4REs"? Meaning exactly 3REs? (that is, since it is a single unit, not a stack, and a unit can't have 2.5 REs)

It should read "at least 2REs, but less than 4REs"

Please clarify the exact procedure followed on the Dump, Truck & Wagon Capture Table. The issue is how, and in what order to resolve and apply rounding. Examples, please.

A player who gets his dumps overrun and captured should not get a break in the process-he has screwed up!

Thus, the procedure is:

- % rolled is computed as the amount captured/destroyed. Round.
- Remainder (from that captured/destroyed) Displaces. Subtract Original - Captured/Destroyed = Amt Displaced.
- 1/2 of captured/destroyed amount is then captured. Round [the remainder is destroyed, but needn't be computed, it no longer "exists"]

Examples:

25 roll on 3T of trucks. 25% of 3 is .75 = captured/destroyed. Round .75 to 1. The remainder (3 - 1 = 2) trucks or T, Displaces. 1/2 of the 1 captured truck (T) is .5, which rounds to 1. That 1 truck (1T) is captured.

50 roll on 3 trucks. 50% of 3 is 1.5 captured/destroyed. Round 1.5 to 2. The remainder (3-2 = 1) 1 truck Displaces . 1/2 of the 2 captured trucks is 1, which is captured.

75 roll on 2T. 75% of 2T is 1.5 = captured/destroyed. Round 1.5 to 2. The remainder (2-2 = 0) displaces (None). 1/2 of the 2T captured/destroyed is 1T, which is captured.

Given that a defending (non-phasing) player normally is able to displace at least a T or so of supply from a dump capture upon hex entry, thereby potentially supplying "the next attack down the line" etc.; can the attacking (phasing) player still enter the hex with the enemy's (now abandoned) supply dump and NOT capture it?

NO. You do not have to enter the hex, but if you do enter a hex with enemy supply (alone), you must execute the capture roll, etc. The "attacking" player would either have to sequence his attacks such that the defender could not take advantage of supply displacement, or simply not enter the dump hex (this phase, at least).

A Unit (or stack) is in Reserve Mode, and gets Overrun. Does it lose its Reserve Marker immediately or does one wait for the disposition of attack and resulting positions when the offensive stack completes its move/retreat?

The Unit/Stack in Reserve loses its Reserve Mode Marker at the moment the overrun is declared.

Do RRs also negate the additional MP cost of fortifications? (p. 25 Series Rules, 16.0, specifies only roads)

Yes, RRs also negate. As per 6.2a, Series Rules, "a unit may pay the road/railroad movement cost and ignore other features in the hex or hexside crossed". This applies to Fortifications as well and should be noted in 16.0.

Errata

OCS Series Errata

1. The attrition table modifier reading "more than 2, but less than 4" should read "at least 2 but less than 4."
2. On the Barrage Table, the following column and ice combinations should have 1/2, not 1, results:
 - 25-40 @ 7
 - 69-116 @ 5
 - 117+ @ 2-3
3. The order for rounding for Dump Capture needs more explanation and is as follows:
 - A) Roll die to get initial %.
 - B) Make that % of the dump (the amount captured or destroyed) not round.

- C) Remainder of dump displaces.
- D) Halve the Captured-Destroyed amount and round. That much is captured.
- E) Remainder is lost.

4. A unit cannot enter Reserve Mode if it is adjacent to an enemy unit, that is also the case with Strategic Move Mode.
5. Air units executing an abort are exempt from interception by the air units with which they were just in air to air combat.
6. A unit has its Reserve Marker removed from it the instant an overrun is declared against the hex it is in.
7. Artillery units can never make more than one barrage attack in a single phase. The first sentence in section 12.4 is not meant to imply that Artillery cannot fire at adjacent hexes only that they can fire at hexes further than those which are adjacent.
8. Barrage Table: A player can use modification 1 OR 2 in a single barrage resolution-he may never apply both of them at the same time.
9. ~~DELETE~~the "exploit result, flip to combat mode" rule. ADD: Units which get an exploit results do not change mode, but may only move at 1/2 of their movement allowance in the Exploitation Phase Released reserve units may still move their full movement allowance after release.
10. The Air Drop Table in the Charts & Tables Booklet and that listed in rule 14.19b conflict. The Charts & Tables version is correct.

4.01 Guderian's Blitzkrieg

1. The First Stab at Tula scenario's victory conditions for the Soviet player has the descriptions for Major and Minor flip-flopped.
2. The 3rd Motorized Division's MC Bn should have the same Move Mode values as any other MC Bn.
3. The Moscow Defend Hexes should be "close" terrain, not "very close."
4. In Scenario 7 and the turn 10 set up, The 19 Pz units should set up in hex A43.25, and A48.25.
5. The "1" unit referred to in the historical set ups of the 3rd Pz is the "1 Rec" unit.
6. Wagon load/unload costs in Deep Snow should be 1 MP (as is the Ca# in Rasputitsa).
7. The Soviet "22 Mtrd Div" listed in scenario 2 should be the 220 Mtrd Div.
8. *Optional*Count Soviet Tank brigade as 1/2 DSE for supply purposes. If this rule is used, they no longer count as free non-divisional. This rule does not affect artillery, katyusha, and cavalry brigades which remain free non-divisionals paid for by the extra point.

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Errata and Q&A:

Standard Combat Series

by Dean N. Essig

Q&A

If a stack is required to retreat one hex, but the only 'safe' hex is one that is already stacked to the max, may they overstack temporarily or do they invoke the no retreat rule, remain in place, and take the step loss?

A stack cannot overstack during a retreat-if it cannot retreat otherwise, it must apply the no retreat option and lose steps until it can successfully fulfill the retreat requirements.

Stalingrad Pocket rule 1 .3b states that units must trace to an 'appropriate' HQ. What does 'appropriate' mean in this case?

The original intention was for it to mean 'of the same side' in order to keep Soviet units from drawing supply from German HQs. As time has gone on and many play hours have been racked I have decided to change it to the more restrictive meaning many read into the original rule-Soviet units must trace to their own higher HQ. This gives a more correct feel of the 1942 Soviet army's cumbersomeness. See the SCS and Stalingrad Pocket errata in this issue for all the details on this and other changes to the game and system.

A few Soviet initial set ups allow for some units to set up forward, across the Don and behind the German set up zones. Is this right?

Yes. The few units that can take up such positions represent the kind of pre-offensive infiltration operations the Soviets were so good at. Good luck in having them be in supply on turn one, though!

Must the German units set up on their set up lines or is their some flexibility allowed?

No. They must set up right on the line if assigned to some area.

When are rein,forcements placed on the game map? What is their supply status?

Reinforcements are placed on the map as the first part of a player's Movement Phase. They are in-supply on the turn of entry.

There is the requirement to 'spread around' step losses. Does that require full-strength units to lose a step first? Is it local to the particular combat or global (whole map) in nature?

No, there is no requirement as to which units to lose steps first. The player may choose the unit he wants. The effect is local to the particular combat and each unit in a given combat must take a loss before any of them may take two. It is definitely not global-that would mean all units of a side must take a loss before any of them may take two with the population being every unit in play-I shudder to think...

Errata

SCS Series Errata

SCS Series Errata

1. The example of combat, part 2 is incorrect in stating that unit 6 cannot use the Exploitation Phase. In its ending position it can. If it had moved to hex A, it wouldn't be able to do so.
2. The "beginning of movement" provision in the overrun eligibility rule refers to the beginning of the Movement Phase, not the stack in question.
3. Stacking is in effect at the end of movement and at the instant of an overrun attack. Overtunning units may stack with non-overrunning ones when they do the attack. In that case, the total of the two may not exceed the stacking limit and any adverse combat result only affects the units actually overrunning.
4. Players may never examine enemy stacks; only the top unit (or marker) may be examined.
5. Units with zero combat values may be involved with other attacking units in an attack and may be used to absorb step losses.
6. Reinforcements are placed on the map (and are in-supply at the time) at the very beginning of the Movement Phase. They begin their movement from the hex containing the entry area, not from off-map, etc. Placement is unaffected by EZOCs (hexes containing enemy units are off limits) and entering units may overstack on placement provided the stack is split up properly by the end of the stack's first Movement Phase.
7. Overrunning units (attackers, that is) must enter the defender's hex should it become vacant during the course of an overrun.
8. Retreating units may stick together or split up as the owning player desires. The same applies to stacking and advance after combat.

Changes for the Revised Series Rules (due out with the next game)

1. A stack loses one step per EZOC hex retreated through-not one per unit as it currently is, a total of one step from the stack per hex.
2. Stacking points will be used in future games. One stacking point per step with the number printed on the counter. Stacking limits will be given in stacking points for each game and the current (confusing) stacking rule will be dropped.
3. Each target hex may only be ovenun once in a given phase. Note that it is the target hex, not the units, which may only be hit once. Specific game rules can provide exceptions to this rule for a given game or side in a game.
4. Change the +2 to exit an EZOC to +2 to enter an EZOC.

5-01 Stalingrad Pocket

1. The German supply rules infer that one can trace an unlimited distance to a supply source and then proceeds to define the map edge and supply units as supply sources. In the latter case, the distance is limited by the supply range of the supply unit.
2. The bottom Stalingrad Holding Box refers to hex 41.30, not 41.29 as printed.
3. The Supply Summary on the map incorrectly limits the Soviet Supply source to the East map edge. Rule 1.3d is more correct, the Soviets can trace off the East or North map edges.
4. The two German airfields may never be involved in an attack and may never be used to absorb step losses for the attacking side.
5. Yes, that's a Rumanian Panzer Division. The German 1st Panzer is up in AGC's sector.
6. **CHANGE:** Soviet units **must** use the HQ of their **historical designation** for supply purposes. Reinforcements may draw from any Soviet HQ. HQs which do not have units assigned to them may only be used to supply reinforcement units. Units whose HQ is destroyed are perpetually out of supply. German HQs may supply any alert unit and are not subject to this rule.
7. The German 20th Infantry Division should be Rumanian.
8. In scenario 2, the German supply unit which is to set up in hex 36.27, should be in hex 38.27. Also, 524/297/4 should be in hex 40.27, not 40.26.
9. German units which begin scenario 2 pocketed are out of supply at the beginning of that scenario (even though they have not yet had a Supply Phase).
10. German HQs, unlike Soviet ones, are allowed to move off roads. Soviet HQs must remain on road features.
11. The Soviet Naval infantry "divisions" should be brigades.

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About Operations: The Wargaming Journal

Operations: The Wargaming Journal is published by Multi-Man Publishing.

Subscription rates: One-year (Four issues)

US: \$16

Rest of world: \$24 in US funds

Orders for subscriptions:

Multi-Man Publishing
403 Headquarters Dr. Suite 3
Millersville, MD 21108
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Web Site: www.multimanpublishing.com

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